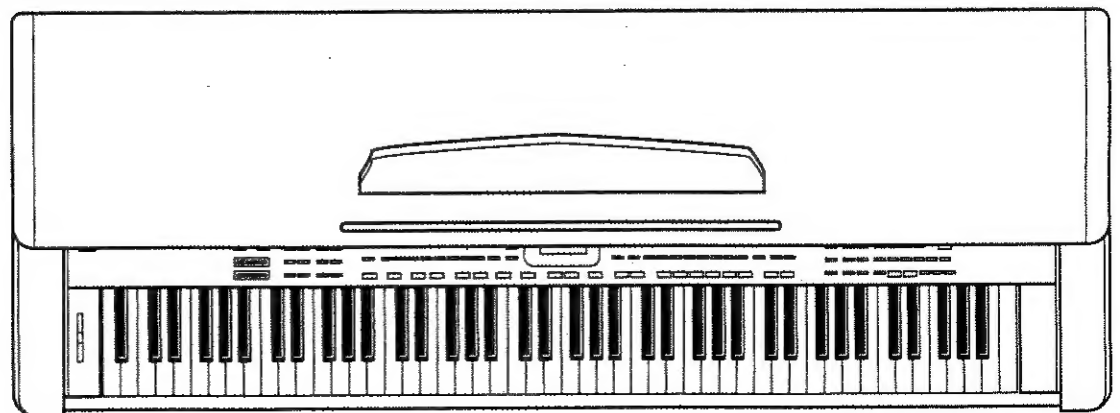



DIGITAL INTELLIGENT PIANO


KR-4700/5000

OWNER'S MANUAL





CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN



ATTENTION: RISQUE DE CHOC ELECTRIQUE NE PAS OUVRIR

CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK,
DO NOT REMOVE COVER (OR BACK).
NO USER-SERVICEABLE PARTS INSIDE.
REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.



The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.



The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the product.

INSTRUCTIONS PERTAINING TO A RISK OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS.

IMPORTANT SAFETY INSTRUCTIONS

SAVE THESE INSTRUCTIONS

WARNING - When using electric products, basic precautions should always be followed, including the following:

1. Read all the instructions before using the product.
2. Do not use this product near water — for example, near a bathtub, washbowl, kitchen sink, in a wet basement, or near a swimming pool, or the like.
3. This product should be used only with a cart or stand that is recommended by the manufacturer.
4. This product, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should consult an audiologist.
5. The product should be located so that its location or position does not interfere with its proper ventilation.
6. The product should be located away from heat sources such as radiators, heat registers, or other products that produce heat.
7. The product should be connected to a power supply only of the type described in the operating instructions or as marked on the product.
8. The power-supply cord of the product should be unplugged from the outlet when left unused for a long period of time.
9. Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.
10. The product should be serviced by qualified service personnel when:
 - A. The power-supply cord or the plug has been damaged; or
 - B. Objects have fallen, or liquid has been spilled onto the product; or
 - C. The product has been exposed to rain; or
 - D. The product does not appear to operate normally or exhibits a marked change in performance; or
 - E. The product has been dropped, or the enclosure damaged.
11. Do not attempt to service the product beyond that described in the user-maintenance instructions. All other servicing should be referred to qualified service personnel.

For the USA

This product may be equipped with a polarized line plug (one blade wider than the other) . This is a safety feature. If you are unable to insert the plug into the outlet, contact an electrician to replace your obsolete outlet. Do not defeat the safety purpose of the plug.

For Canada

For Polarized Line Plug

CAUTION: TO PREVENT ELECTRIC SHOCK, MATCH WIDE BLADE OF PLUG TO WIDE SLOT, FULLY INSERT.

ATTENTION: POUR ÉVITER LES CHOCs ÉLECTRIQUES, INTRODUIRE LA LAME LA PLUS LARGE DE LA FICHE DANS LA BORNE CORRESPONDANTE DE LA PRISE ET POUSSER JUSQU' AU FOND.

For the U.K.

IMPORTANT: THE WIRES IN THIS MAINS LEAD ARE COLOURED IN ACCORDANCE WITH THE FOLLOWING CODE.

BLUE	: NEUTRAL
BROWN	: LIVE

As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows:

The wire which is coloured BLUE must be connected to the terminal which is marked with the letter N or coloured BLACK.

The wire which is coloured BROWN must be connected to the terminal which is marked with the letter L or coloured RED.

Introduction

Thank you for purchasing the Roland KR-4700/5000 Digital Intelligent Piano. The KR-4700/5000 is a sophisticated keyboard instrument that allows you to create full ensemble performances with simple operation. In order to take full advantage of its functionality and enjoy years of trouble-free use, please read this manual carefully.

Main features

● A wide variety of built-in sounds (Tones)

A wide variety of musical instrument tones (such as piano, violin and trumpet) are built in. Normally, you will be able to select from 16 tones. By switching to the Tone Expansion mode, however, you will be able to select from 128 different tones.

In addition, 8 drum sets and one SFX (sound effects) set are provided.

● Sophisticated ensemble performances

The KR-4700/5000 provides an Arranger function that allows you to create ensembles of various musical genres (such as rock, bossanova or rhumba). All you have to do is select a Music Style and play the chords!

Normally, you will be able to select from 16 music styles. By switching to the Music Style Expansion mode, however, you will be able to select from 128 different music styles. By using a Music Style card (sold separately), you can add 8 more music styles.

● Easy setup for performance

The KR-4700/5000 provides a One Touch Program button and a Piano button.

By pressing the One Touch Program button, you can immediately begin using the Style performance function, regardless of the panel settings. When you press the Piano button, the entire keyboard will function as a piano, again regardless of the panel settings.

● Built-in Composer with taperecorder-style operation

The built-in Composer allows you to record your ensemble playing as with easily as with a tape recorder. It can also play back SMF Music Data (sold separately).

● User Program function for storing panel settings

The User Program function lets you store 8 different panel setups. To recall a stored setup, simply press a button.

● High quality stereo sound

The KR-5000 features a 40W + 40W stereo amp and 6 speakers (2 in the piano; 4 in the stand), providing you with high quality sound. The KR-4700 has a 25W + 25W stereo amp and two internal speakers.

How to use this manual

This manual consists of Six chapters.

Chapter 1. Try out the KR-4700/5000

This chapter explains basic operations of the KR-4700/5000, such as how to select sounds and use the performance functions and the Arranger. If you are using the KR-4700/5000 for the first time, please be sure to read this chapter.

Chapter 2. Enhancing your playing technique

This chapter explains how to use the performance functions and the keyboard, and how to use the User Program function to store panel settings. Read this chapter when you wish to take advantage of these functions.

Chapter 3. Record and playback your playing

This chapter explains how to use the built-in Composer to record and playback your playing. The musical data you record is stored temporarily in memory, but will disappear when you turn the power off. Be sure to save important data on a floppy disk.

Chapter 4. Editing performance data

This chapter explains how to edit musical data, and also how to use various other performance functions. Refer to this chapter as necessary.

Chapter 5. Various function settings

This chapter explains various settings that can be made on the KR-4700/5000. Refer to this chapter as necessary.

Chapter 6. Appendices

This chapter contains various supplementary material, such as explanations of the message displays, and lists of the internal Tones and Music Styles. Refer to this chapter as necessary.



General MIDI System

The General MIDI System is a set of recommendations which seek to provide a way for going beyond the limitations of proprietary designs, and standardize the MIDI capabilities provided by sound generating devices.

If you use a sound generating unit which carries the General MIDI logo, you will be able to faithfully reproduce any song data which also carries the General MIDI logo.



GS format

The GS Format is Roland's universal set of specifications which were formulated in the interest of standardizing the way in which sound generating devices will operate when MIDI is used for the performance of music. If you use a sound generating unit which carries the GS logo, you will be able to faithfully reproduce any commercially available song data which also carries the GS logo.

This product supports both General MIDI and GS.

Song data which carries either of these logos can be accurately reproduced.

SMF

This device can playback Standard MIDI Files (720 Kbyte format, 3.5 inch floppy disk) such as SMF Music Data.

.....

Table of contents

Important notes.....	7
Front and rear panels.....	9
Before you begin	13
Listen to the demo songs.....	15

Chapter 1. Try out the KR-4700/5000

Auditioning the Sounds.....	17
Selecting a Tone (Tone Standard mode).....	17
Selecting a Tone (Tone Expansion mode)	18
Using the performance functions	19
Using the stand pedals	19
Raising or lowering the pitch (Pitch Bend effect)	19
Changing the brightness of the sound (KR-5000 only)	19
Try playing with a Style	20
Selecting a Music Style.....	22
Selecting the basic display	27

Chapter 2. Enhancing your playing technique

Performance functions	29
Quick preparation for Style performance (One Touch Program button)	29
Quick preparation for Piano performance (Piano button)	29
Change the Tempo of a Style performance (Tempo buttons).....	30
Simplified fingering for chords (the Chord Intelligence button)	30
Hold notes played in the Lower area (the Lower Hold button).....	32
Add harmony to the melody (the Melody Intelligence button).....	33
Use the Leading Bass function (the Leading Bass button)	33
Start/Stop Style performance.....	34
Using the metronome.....	35
Ways to use the keyboard (Keyboard Mode)	36
Split the keyboard (Split)	37
Play two tones together (Layer).....	37
Sounding the bass without using Style performance (Manual Bass).....	38
Play drums from the keyboard (Manual Drums)	40
Register panel settings (User Program)	41

Chapter 3. Record and playback your playing

Record your playing	44
Playing back a recorded performance	46
Save performance data to disk (Save)	47
Playback performance data from disk	50
Minus-one performance.....	52
Record additional songs.....	54

Chapter 4. Editing performance data

Before you read this chapter	55
Load performance data from disk (Load)	57
Three ways to record	58
Correct inaccurate note timing (Quantize)	60
Erase performance data (Erase)	62
Insert blank measures (Insert)	64
Copy performance data (Copy)	65
Delete specified measures of performance data (Delete)	66
Modify the initial settings of the performance data	67
Erasing all data from a disk (Format)	68
Erasing specified performance data from disk (Delete File)	69
Convert performance data to Standard MIDI File (Save As SMF)	70

Chapter 5. Various function settings

Adjust the volume balance	71
Reverb effect settings	72
Chorus effect settings	73
Transpose the pitch (Transpose)	74
Shift the pitch by octaves (Octave Shift)	75
Change the function of the pedals	76
Pitch Bend Wheel settings	78
Adjust the keyboard response (Keyboard Sensitivity)	79
Change the Split Point	80
Chord Hold on/off	81
Save User Programs on disk	82
Adjust the volume of the metronome	85
Adjust the display contrast	86
Adjust the tuning	87
Restoring the factory settings	88

Chapter 6. Appendices

Troubleshooting	89
Display messages	91
Tone list	94
Music Style list	95
Drum set list	97
Chord list	99
MIDI Implementation Chart	102
Specifications	103
Assembling the stand (KR-4700)	105
Assembling the stand (KR-5000)	106
Index	107

Important notes

Power Supply

- Before connecting this unit to other devices, turn off the power to all units; this will help prevent damage or malfunction.
- Do not use this unit on the same power circuit with any device that will generate line noise; an electric motor or variable lighting system for example.

Placement

- This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.
- Make sure you always have the instrument placed so it is level and sure to remain stable. Otherwise, if played while tilted, you risk causing damage to the keyboard as a result of the unnatural degree of force that might be applied to certain parts of it.

Maintenance

- For everyday cleaning wipe the unit with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a mild, non-abrasive detergent. Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth.
- Never use benzene, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

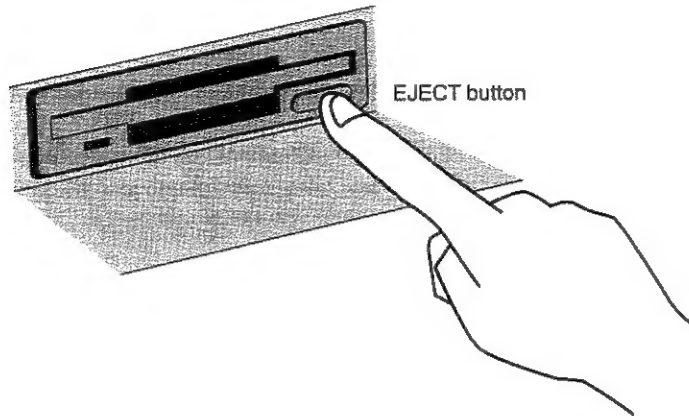
Additional Precautions

- Protect the unit from strong impact.
- Never strike or apply strong pressure to the display.
- A small amount of heat will radiate from the unit during normal operation.
- Before using the unit in a foreign country, consult with qualified service personnel.
- Please be aware that the contents of memory may at times be lost; when the unit is sent for repairs or when by some chance a malfunction has occurred. Important data should be stored on a floppy disk, or written down on paper (if possible).
During repairs, due care is taken to avoid the loss of data. However, in certain cases (such as when circuitry related to memory itself is out of order), we regret that it may not be possible to restore the data.

Before Using Disks

Handling the drive

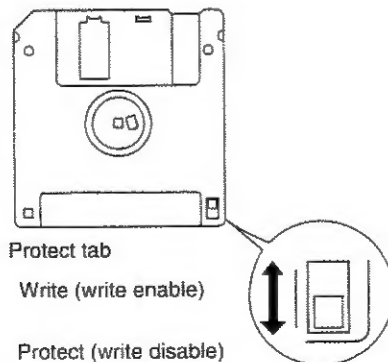
- Avoid using the unit in areas of high humidity (eg., condensation). High levels of humidity can adversely affect the operation of the drive and/or damage floppy disks. When the unit has been transported, allow it to warm to room temperature before operating.
- To insert a disk, push it gently but firmly into the drive — it will click into place. To remove a disk, press the EJECT button firmly. Do not use excessive force to remove a disk which is lodged in the drive.



- Never attempt to remove a floppy disk from the drive while the drive is operating (the indicator is brightly lit); damage could result to both the disk and the drive.
- Remove any disk from the drive before powering up or down.

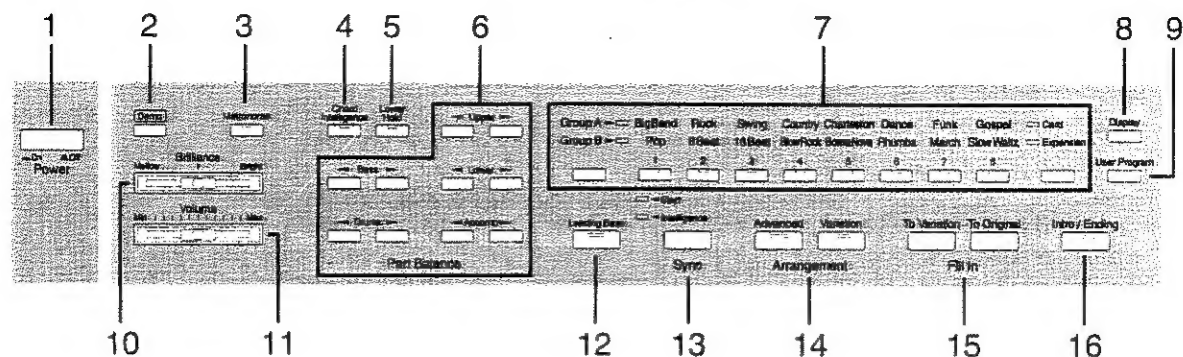
Handling Floppy Disks

- Floppy disks contain a magnetic storage medium (much like magnetic recording tape). Please observe the following when handling floppy disks:
 - Never touch the magnetic medium inside the disk.
 - Do not subject floppy disks to temperature extremes (eg., direct sunlight in an enclosed vehicle). Recommended temperature range: 10 to 50°C.
 - Do not expose floppy disks to strong magnetic fields, such as those generated by loud-speakers.
- Floppy disks contain a 'write protect' tab which can protect the disk from accidental erasure. It is recommended that the tab be kept in the 'PROTECT' position and moved to the 'WRITE' position only when you wish to write new data onto the disk.



- All important data should be copied onto backup disk(s). This provides a complete duplicate of the data should the original disk(s) be lost or damaged.
- The identification label should be firmly fixed to the disk. Should the label come loose while the disk is in the drive, it may be difficult to remove the disk.
- Put the disk back into its case for storage.

Front and rear panels



1. Power switch

This switch turns the power on/off.
When the power is turned on, the indicator above the head-phone jack will light.

2. Demo button

Press this button to hear the demo songs. (#p.15)

3. Metronome button

This button determines whether the metronome will sound during performance. (#p.35)

4. Chord Intelligence button

Press this button when you wish to use the Chord Intelligence function (chords played by simplified fingering). (#p.30)

5. Lower Hold button

Press this button when you wish to use the Lower Hold function (notes played in the Lower area will continue to sound when you release the keys). (#p.32)

6. Part Balance buttons

These buttons adjust the volume of each performance Part. (#p.71)

7. Music Style select buttons

These buttons are used to select a Music Style. (#p.22)

8. Display button

This button switches among the three basic display pages. (#p.27)

9. User Program button

Press this button when you wish to store panel settings as a User Program, or to recall a previously stored User Program. (#p.42)

10. Brilliance slider

<KR-5000 only>

This slider adjusts the brightness (tone quality) of the sound. (#p.19)

11. Volume slider

This slider adjusts the overall volume. (#p.15)

12. Leading Bass button

Press this button when you wish to use the Leading Bass function (the lowest note of the chord you play will be played as the bass note). (#p.33)

13. Sync button

Press this button when you wish to start a Style performance the moment you play a note. (#p.34)

14. Arrangement buttons

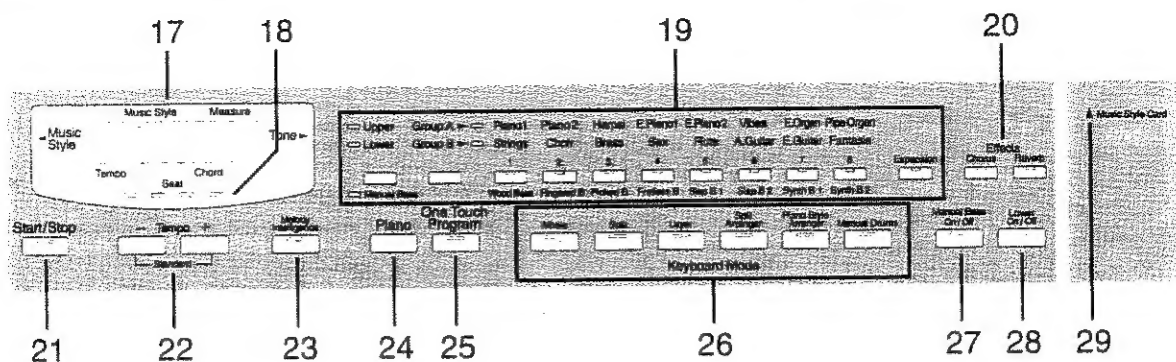
This button selects Arrangements within a Music Style. (#p.24)

15. Fill in buttons

Press this button to trigger a fill-in before switching to a different arrangement. (#p.24, 35)

16. Intro/Ending button

Press this button to start a Style performance with an Intro, or to end a performance with an Ending. (#p.25, 35)



17. Display

Various information is displayed in this area.

18. Beat indicator

This indicator flashes to indicate the beat of the selected Music Style (or performance data).

19. Tone select buttons

These buttons select the tone played by each performance Part; Upper, Lower, and Manual Bass. (✎p.17, p.37, p.39)

20. Effect buttons

Use these buttons to switch the Chorus and Reverb effects on/off. Chorus adds spaciousness, and Reverb adds reverberation. (Reverb: ✎p.72, Chorus: ✎p.73)

21. Start/Stop button

Press this button to start/stop a Music Style. (✎p.34)

22. Tempo buttons

These buttons adjust the performance tempo. (✎p.30)

23. Melody Intelligence button

Press this button when you wish to use the Melody Intelligence function (harmony will be added to the melody). (✎p.33)

24. Piano button

Press this button when you wish to use the entire keyboard as a piano. (✎p.29)

25. One Touch Program button

Press this button to set the KR-4700/5000 to a setting suitable for the selected Music Style. (✎p.29)

26. Keyboard Mode

Use these buttons to specify how you wish to use the keyboard. (✎p.36)

27. Manual Bass On/Off button

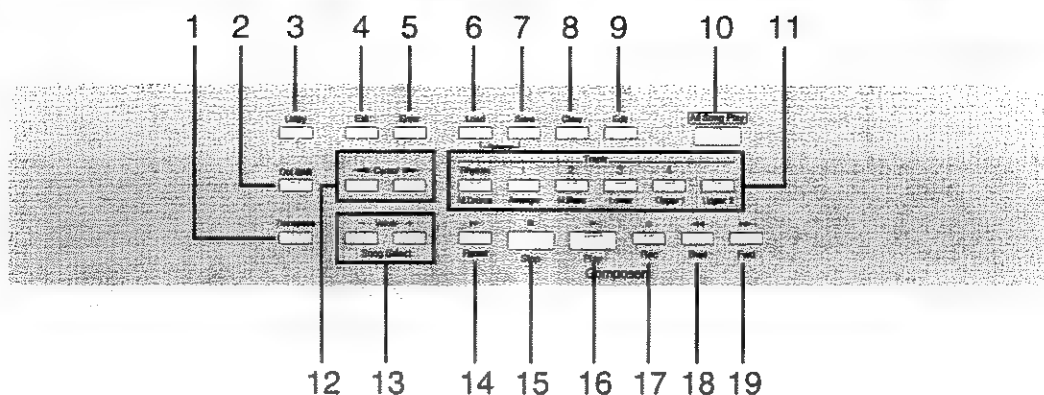
This button determines whether or not the Manual Bass Part will sound. (✎p.38)

28. Lower On/Off button

This button determines whether or not the Lower Part will sound.

29. Music Style Card slot

A Music Style card (sold separately) can be inserted here. (✎p.23)



1. Transpose button

Press this button when you wish to use the Transpose function (shifting the keyboard range). (p.74)

2. Octave Shift button

Press this button to shift the pitch by octaves. (p.75)

3. Utility button

Press this button to access various utility functions.

4. Exit button

Press this button to cancel an operation.

5. Enter button

Press this button to execute an operation.

6. Load button

Press this button to load performance data from a disk into the KR-4700/5000. (p.57)

7. Save button

Press this button to save performance data from the KR-4700/5000 on to a disk. (p.49)

8. Clear button

Press this button to clear (erase) performance data from the KR-4700/5000's memory. (p.54)

9. Edit button

Press this button to edit performance data.

10. All Song Play button

Press this button to successively play all the songs on a disk. (p.50)

11. Track buttons

These buttons select the track on which to record.

12. Cursor button

Press this button to select an item shown in the display.

13. Value buttons/Song Select buttons

Use these buttons to modify the value of a setting, or to select a song from a disk for playback and load.

14. Reset button

Press this button to return to the beginning of the song and reset the initial values of the selected performance data.

15. Stop button

This button stops playback/recording of performance data.

16. Play button

This button starts playback/recording of performance data.

17. Recording button

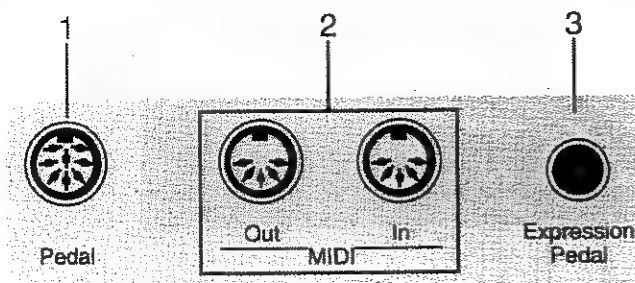
Press this button to record performance data.

18. Backward button (Bwd)

This button moves backward ("rewind") through performance data.

19. Forward button (Fwd)

This button moves forward ("fast forward") through performance data.



1. Pedal connector

Connect the pedals of the Keyboard stand to this jack.

2. MIDI connectors

External MIDI devices can be connected here to exchange MIDI data with the KR-4700/5000.

3. Expression pedal connector

<KR-5000 only>

When an expression pedal (sold separately) is connected here, you can control the volume with your foot.

4. Audio input jacks

A tape recorder or CD player can be connected here and played back through the KR-4700/5000's speakers together with your own playing. This is especially convenient when practicing a song.

5. Audio output jacks

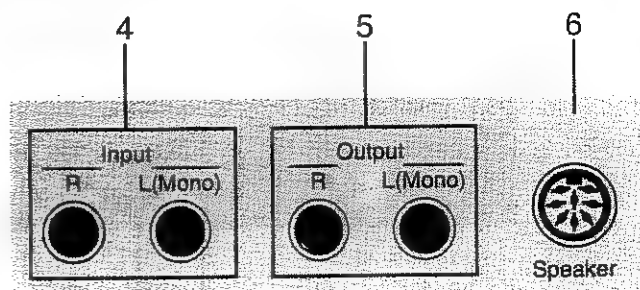
These jacks can be connected to a keyboard amp or an audio system to hear the KR-4700/5000 through other speakers. The input jacks of a tape recorder can also be connected here to record your playing.

- * If you wish to hear your playing only on the external speaker system and not through the KR-4700/5000's built-in speakers, insert a dummy plug into the headphone jack.

6. Speaker connector

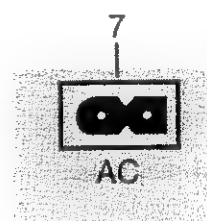
<KR-5000 only>

Connect the speakers in the Keyboard stand to this connector.



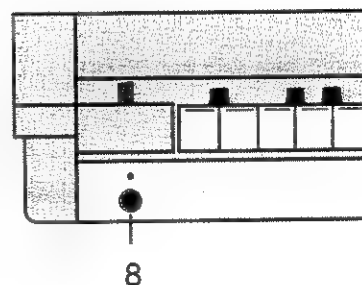
7. AC inlet

Connect the included power cable to this connector.



8. Phone jack

A set of headphones (RH-20/80/120, sold separately) can be connected here. When headphones are plugged in, the built-in speakers of the KR-4700/5000 will not sound. This is useful when you wish to practice without inconveniencing people around you, or late at night.

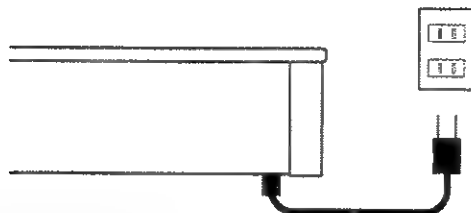


- * To adjust the headphone volume, use the Volume slider. Remember that excessive volume levels can result in permanent hearing loss.

Before you begin

Connect the power cable

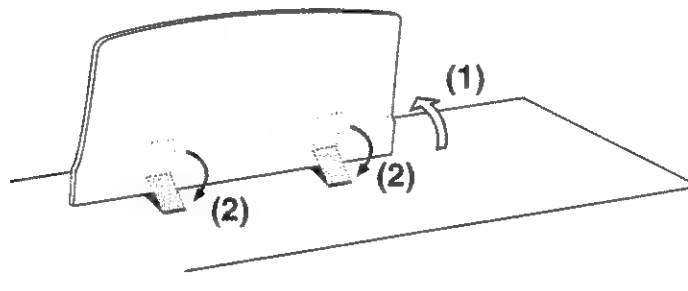
1. Make sure that the Power switch (located on the left side of the panel) is in the Off position (not pressed).
2. Connect the included power cable to the AC inlet (located on the bottom of the unit), and then connect the other end to an electrical outlet.



- * Use only the included power cable.
- * If you will not be using the instrument for an extended period of time, disconnect the power cable from the electrical outlet.

Set up the music stand

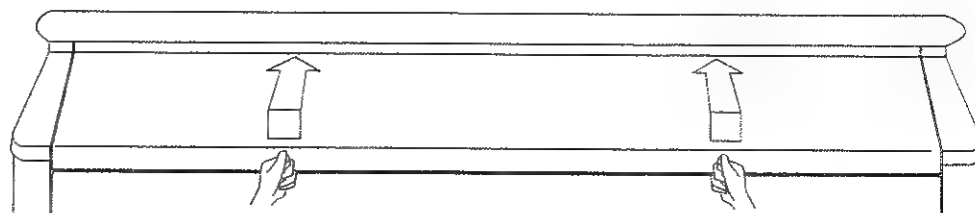
Raise the music stand, and bend down the two metal supports as shown below.



Open the cover

For the KR-4700, use both hands to grasp the ridge at the lower edge of the cover; raise the cover vertically and slide it back.

For the KR-5000, use both hands to grasp the cover handles, raise the cover vertically and slide it back.

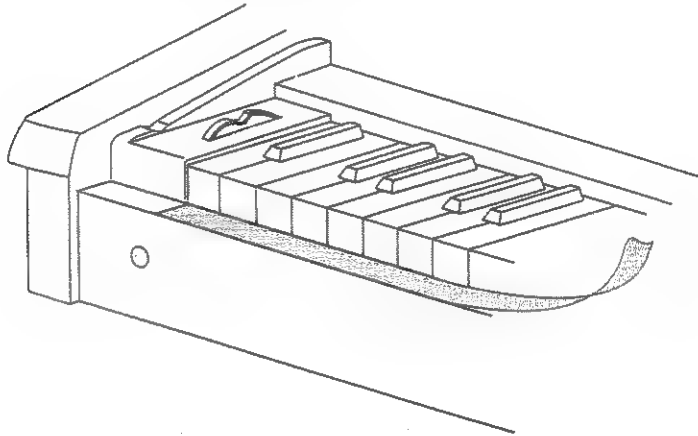


- * *Be careful not to pinch your fingers when opening or closing the cover. When closing the cover, slide it slowly forward. When it stops, lift it a bit upward and then gently lower it. Small children should be assisted by an adult.*
- * *Do not close the cover with sheet music or other objects resting on the keyboard.*

Attaching the Manual Drum template

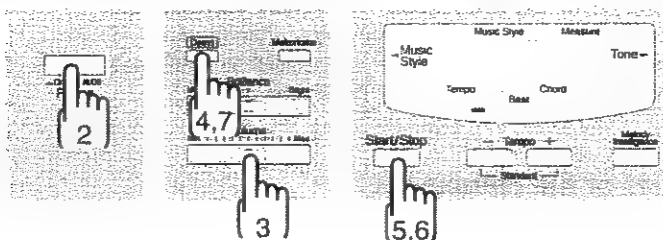
The Manual Drum template indicates which drum sound will be played by each key when playing drums from the keyboard. You may attach it as desired.

The Manual Drum template is fastened to the inside of the packing carton with tape. Peel off the protective sheet on the back of the template, and affix it to the left side of the keyboard as shown below.



Listen to the demo songs

The KR-4700/5000 has five demo songs in its memory. These demo songs cover a wide variety of musical genres, and demonstrate the sounds and Music Styles the KR-4700/5000 can produce.



1. Make sure that the power cable is connected, and that the Volume slider is at the minimum position.

2. Press the Power switch to turn the power on.

* When you first use the KR-4700/5000 or after it has been unused for a month or longer, the following display will appear for a time and then the basic display will reappear. All settings in internal memory will be restored to the factory settings. If you have modified any of the internal settings, these settings will be lost. For this reason it is a good idea to turn the power on regularly to prevent the settings from being lost.



* This unit is equipped with a protection circuit. A brief interval (a few seconds) after power up is required before the unit will operate normally.

3. Adjust the Volume slider to an appropriate volume.

4. Press the Demo button.

The Start/Stop button and the Music Style buttons (1—5) will blink, and you can now listen to the demo songs.



5. Press the Start/Stop button.

The five demo songs will be played in succession.

If you wish to hear only a specific demo song, press one of the Music Style buttons (1—5).

* Demo songs cannot be selected during playback.

6. To stop playback, press the Start/Stop button (or the Demo button).

7. After you have finished listening to the demo songs, press the Demo button once again to return to normal playing mode.

List of demo songs

- | | | |
|--------------------------------------|------------------------------------|------------------------------------|
| 1. Strictly Salsa (Style: 54. Salsa) | by John Maul | Copyright 1993, Roland UK |
| 2. Flying Home (Style: 83. Pop3) | by Mark Van Der Sluis | Copyright 1993, Roland New Zealand |
| 3. 2 Left Feet (Style: A-4. Country) | by Marvin Sanders | Copyright 1993, Marvin Sanders |
| 4. Latin Frenzy (Style 53. Latin) | by Luigi Bruti & Roberto Lanciotti | Copyright 1993, Roland Europe |
| 5. Pink Sox (Style: 24. 8Beat4) | by John Maul | Copyright 1993, Roland UK |

Profiles of the composers

John Maul

John Maul is a musician, composer and arranger having graduated from the Royal Academy of Music in London. John's work encompasses studio recordings and live performances, including work with top cabaret artists in the U.K. His writing credits include commercial music for radio and television, as well as scoring jazz and classical works. As a product specialist for Roland U.K., John's talents are well utilized in the preparation of support material for educational and instructional use.

Mark Van Der Sluis

Mark did not go through formal musical training, but is a naturally gifted musician who by age 12 was already performing and composing as a professional keyboard player. He has appeared in many recordings, television broadcasts and live performances, and in 1989 signed a contract with Roland New Zealand as a product specialist. In 1992 he became a product specialist for Roland Japan, conducting product clinics and demonstrations worldwide.

Marvin Sanders

Marvin Sanders is a somewhat wacky Los Angeles composer whose work can be heard on projects for Toyota, Acura, Max Factor, Alpine, Thomas Brothers, Theater for Young Audiences, and Michael Jackson. He has also worked extensively with Roland, conducting clinics and writing music for numerous product videos and demos including ROM-plays in the SC-155 and JV-880.

Luigi Bruti

Luigi Bruti is the senior musical advisor in Roland Europe; he joined the company in 1979. He won the world championships of accordion in 1976 and worked for three years (1978—80) for an Italian record company in the creation of sound tracks, both as a composer and performer. He is a keyboard and synthesizer player, and has his own recording studio where he creates sound tracks for radio and TV spots and for movies. As the chief of Roland Europe's musical staff, he designed the musical section of the E-series (from E-20 to E-70, which include several original patents), and has also created many musical styles, demo songs and style cards related to the E-series.

Roberto Lanciotti

Roberto Lanciotti is a musical advisor in Roland Europe; he joined the company in 1985. He is a keyboard and synthesizer player involved in various live performances. He works as a composer and performer in several recording studios in the creation of sound tracks for radio and TV spots and for movies. As a member of Roland Europe's musical staff he has participated in the creation of the E-series, music styles and style cards.

Chapter 1: Try out the KR-4700/5000

Auditioning the Sounds

The KR-4700/5000 includes a wide variety of instrumental sounds such as piano, guitar, violin and trumpet. These sounds are called Tones. Normally, you can select from 16 Tones. By switching to the Tone Expansion mode, however, you can select from 128 Tones.

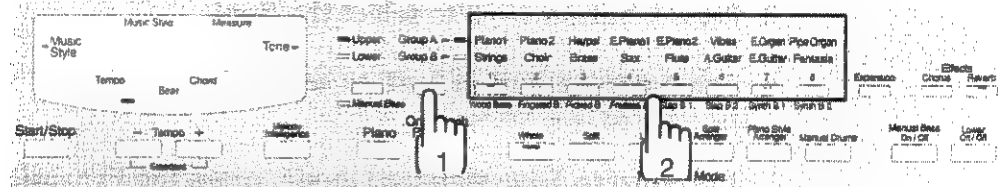
When the power is turned on, the "Piano 1" Tone will be selected . Play the keyboard to hear the sound.

** Whenever the KR-4700/5000 is turned on, it will always be ready for Piano performance. If during operation you ever become confused, turn the power off and then on once again.*

Selecting a Tone (Tone Standard mode)

Normally you can select from 16 Tones.

The 16 Tones are organized by Group (A/B) and Number (1--8), and are selected by the Tone buttons. The Tones selected by each button are printed on the front panel.



1. Press the Group button to select the Group.

Each time the button is pressed, you will alternate between Groups A and B.

** If you wish to select another Tone in the same group, there is no need to press the Group button.*

2. Press a number button 1—8 to select the Number.

The specified Tone will be selected. The name of the selected Tone will be shown in the display.

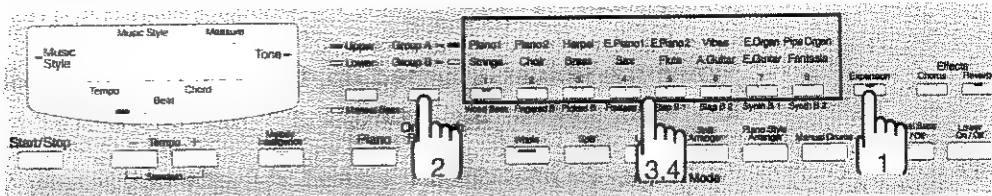
Example: When A-7 "E.Organ" is selected



Selecting a Tone (Tone Expansion mode)

In Tone Expansion mode you can select from 128 different Tones.

The 128 Tones are organized by Group (A/B), Bank (1—8) and Number (1—8). For a list of the Tones, refer to the "Tone list" (p.94).



1. Press the Expansion button.

The button indicator will light, indicating that the Tone Expansion mode is selected.

2. Press the Group button to select the Group.

* If you wish to select another Tone in the same group, there is no need to press the Group button.

3. Press a button 1—8 to select the Bank.

4. Again press a button 1—8 to select the Number.

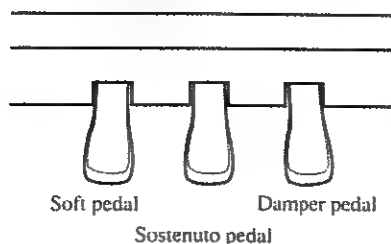
The specified Tone will be selected.

To return to Tone standard mode, press the Expansion button once again.
The button indicator will go off.

Using the performance functions

Using the stand pedals

When the power is turned on, or when the Piano button is pressed (p.29), the function of each pedal is set as follows:



When the soft pedal is pressed, the sound will become softer (muted).

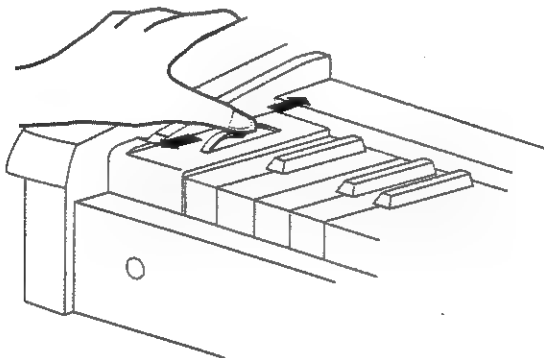
When the sostenuto pedal is pressed, the notes that were sounding at that moment will be sustained. Notes played afterward will not be affected.

When the damper pedal is pressed, notes will be sustained.

* During Style performance, the function of the left and center pedals will be different. (p.29)

Raising or lowering the pitch (Pitch Bend effect)

The pitch bend wheel is located on the left side of the keyboard. If you move the wheel forward or backward while a note is sounding, the pitch will change smoothly (over a maximum of two half-steps). Moving the wheel away from you raises the pitch, and moving the wheel toward you lowers the pitch.

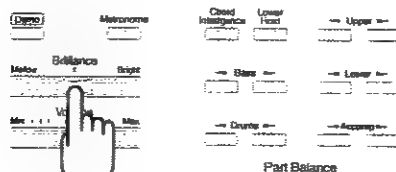


* When the power is turned on, this effect applies to the Upper Tone.

* You can change the maximum range of pitch change. (p.78)

Changing the brightness of the sound (KR-5000 only)

Use the Brilliance lever to adjust the brightness of the sound. Moving the lever to the right will brighten the sound, and moving it to the left will darken (soften) the sound.



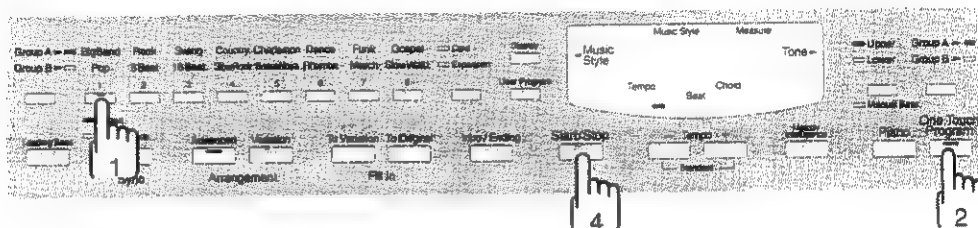
Try playing with a Style

The KR-4700/5000 provides an Arranger function which allows you to easily create ensembles of various musical genres all by yourself. The Arranger function detects the type of chord being played, and automatically produces an accompaniment suitable for the selected Style. References in this manual to "Style Performance" refer to when you play the keyboard while using this Arranger function.

About Music Styles

There are many different types of music in the world, and each has certain characteristics. For example, a bossanova tune has certain things about it that make us recognize it as a bossanova, just as a rumba has certain characteristics that mark it as a rumba. Some of these elements are the rhythm, the tempo, the type of instruments used, and the arrangement. In the KR-4700/5000, "Music Style" refers to this type of data that has been analyzed for each genre of music. Each Music Style contains accompaniment patterns for Original, Variation, Intro, Ending and Fill-in. In addition, there are two types of each of these patterns; Basic and Advanced. These accompaniment patterns are not simply played back. Rather, the arrangement changes according to the chords you play, for musically sophisticated development as the song progresses.

Here's how to utilize the Style Performance capabilities.



1. For now, press Music Style button 1 to select the "A-1 Big Band" Music Style (a large jazz orchestra).

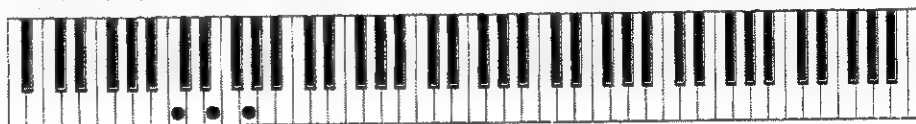
The display will indicate the selected Music Style name and tempo.

A1 BigBand2
J:160

2. Press the One Touch Program button to make the button indicator light. You are now ready to begin Style performance.

3. Simultaneously play the notes of the following chord.

When you play the chord, accompaniment will start automatically.



The display will show the name of the chord you played.

A1 BigBand2
J:160 C Maj

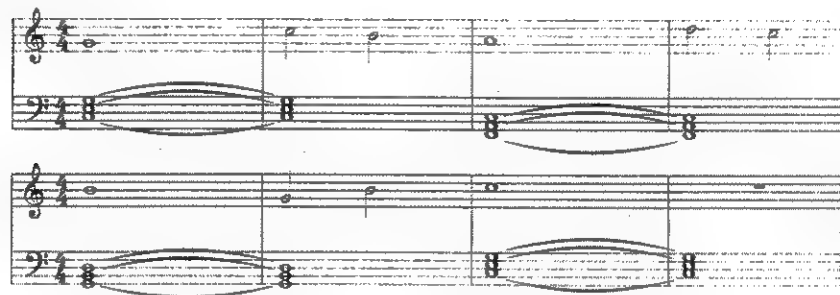
The accompaniment will continue even if you take your hands off the keyboard.

During a Style performance, the lower keyboard range (A \flat 3 and the keys to the left of it) are used for accompaniment, and the upper keyboard range (the keys to the right) are used for melody. When you play another chord in the lower area, the accompaniment will change accordingly.

4. To stop the accompaniment press the Start/Stop button.

- * During a Style performance, you can use the left pedal to turn the Leading Bass function on/off (**p.33), and the center pedal to control the Break function (**p.76).
- * If you wish to return to the condition before you began Style performance, stop the accompaniment and then press the Piano button (to the left of the One Touch Program button). Now you can use the entire keyboard as a piano.
- * You can change the key at which the upper and lower ranges are divided (the Split Point). (**p.80)

Now let's follow the music written below, playing the chords with the left hand and adding a melody with the right hand.



In this way, the KR-4700/5000 allows you to easily enjoy ensemble playing. If you have problems, practice the following:

1) Play only the left hand.

Once you have played a chord, the accompaniment will continue until you press the next chord, so get ready to play the next chord before the time arrives.

2) Play notes in the chord simultaneously.

If you play notes one at a time, the chord will not be recognized correctly.

3) Listen closely to the rhythm as you play.

The accompaniment changes at the moment the chord is played. Listen to the rhythm, and try to play the chords on the first beat of the measure.

- * The four Beat indicators below the display are provided so that you can be aware of the beat. The red indicator indicates the first beat of the measure (the downbeat).

4) Practice the right hand melody.

With the accompaniment stopped, you can practice the melody alone in the upper keyboard area. When you are able to play the melody easily, you can add the left hand accompaniment.

Selecting a Music Style

Here's how to select another Music Style.

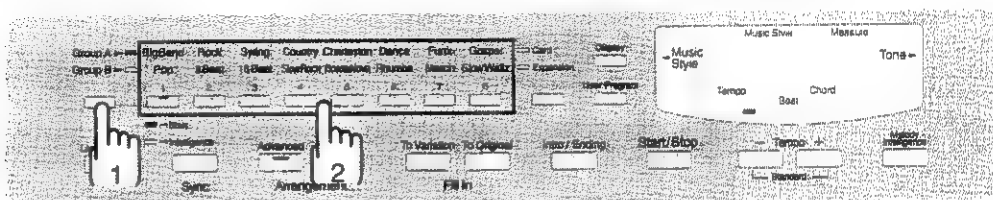
Normally you can select from 16 Music Styles. By switching to the Music Styles Expansion mode, however, you can select from 64 Music Styles. A Music Style card (TN-SC2 series; sold separately) can add 8 more Music Styles.

Note:

The Original accompaniment of Music Style "B-1 Pop" ("84 Pop4" in Music Style Extension mode) does not contain percussion sounds.

● Select a Music Style (Music Style Standard mode)

The 16 Music Styles are organized by Group (A/B) and Number (1—8), and are selected by the Music Style buttons. The Music Styles selected by each button are printed on the front panel.



1. Press the Group button to select the Group.

Each time the button is pressed, you will alternate between Groups A and B.

* If you wish to select another Music Style in the same group, there is no need to press the Group button.

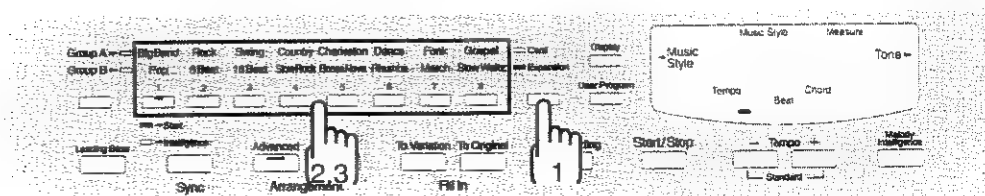
2. Press a number button 1—8 to select the Number.

The specified Music Style will be selected.

If you select a Music Style while the One Touch Program button is lit, a tempo and upper Tone etc. most suitable for that Music Style will automatically be chosen. It is possible to select a different Music Style even while playing, but be aware that in this case the tempo and upper Tone will also change. (One Touch Program, p.29)

● Select a Music Style (Music Style Expansion mode)

The 64 Music Styles are organized by Bank (1—8) and Number (1—8). For a list of the Music Styles, refer to "Music Style list" (p.95).



1. Press the Expansion/Card button.

The Expansion indicator above the button will light, indicating that the Music Style Expansion mode is selected.

2. Press a button 1—8 to select the Bank.

3. Again press a button 1—8 to select the Number.

The specified Music Style will be selected.

To return to Music Style Standard mode, press the Expansion button once again. The button indicator will go off.

● Select a Music Style (Music Style card)

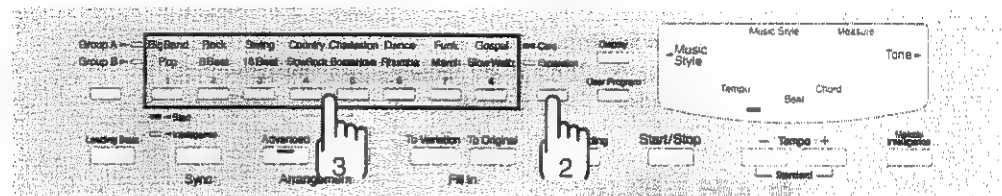
A Music Style card (TN-SC2 series; sold separately) can add 8 more Music Styles.

* The following cards contain Music Styles which are identical to those built into the KR-4700/5000. (The names are different but the contents are identical.) Please be aware of this when purchasing cards.

American Collection (TN-SC2-51): 1—8

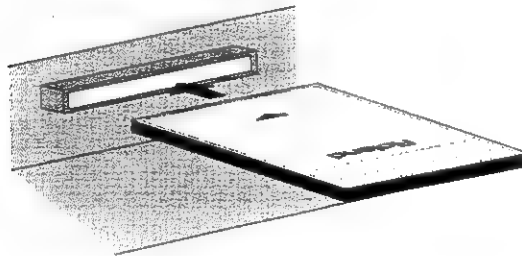
Country (TN-SC2-03): 1, 3, 5

Brazilian Style (TN-SC2-B1): 3



1. Insert the Music Style card into the card slot.

Make sure that the card is positioned correctly, and push it all the way into the slot.



2. Press the Expansion/Card button to make the Card indicator light.

* If a card has not been inserted, the Card indicator will not light.

3. Press a button 1—8 to select a Music Style.

The arrangement of a Music Style can be changed by pressing the Advanced button and the Variation button. Select these as appropriate for the song you are playing. For example, you might use Original for the quiet first half of a song, and select Variation for the more intense second half.



Advanced (lit) : more complex arrangement with more accompanying instruments

Original (dark) : the basic accompaniment pattern

Variation (lit) : an alternate accompaniment pattern

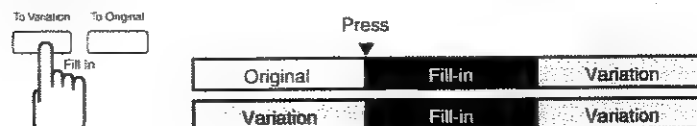
During a song, it is often nice to add variety by adding variation at breaks in the melody or places where the mood of the song shifts. These are known as "fill-ins". A fill-in appropriate for the currently selected Music Style will be added.

To Original:

After the fill-in is played, the Arrangement of the Music Style will be set to Original. This means that if Variation had been selected, the arrangement will change.

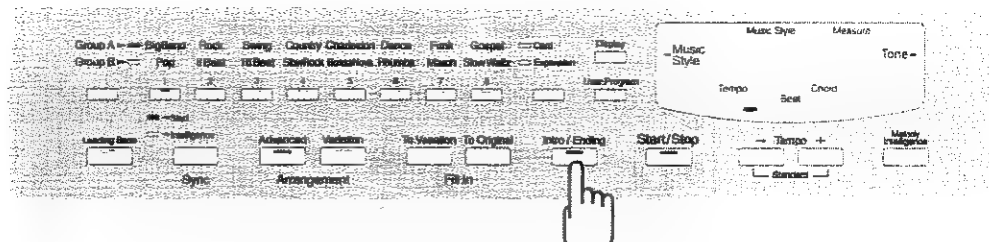


After the fill-in is played, the Arrangement of the Music Style will be set to Variation. This means that if Original had been selected, the arrangement will change.



● Add an Intro/Ending

You can start the accompaniment with an Intro (introduction), or end it with an Ending. An intro or ending appropriate to the currently selected Music Style will be added.



To start the accompaniment with an Intro:

While the accompaniment is stopped, press the Intro/Ending button (the indicator will blink). Then press the Start/Stop button or play the lower keyboard area to start the accompaniment.

To end the accompaniment with an Ending:

While the accompaniment is playing, press the Intro/Ending button. The ending will be played from the first beat of the next measure, and accompaniment will then stop automatically.

* The number of measures in the intro and ending depends on the Music Style. For details refer to "Music Style list" (p.95).

● Try various functions during a Style performance

In the preceding pages we have explained the basic functions of Style performance. Now let's try using these functions as we play the following song.

Set the music style to "A-2 Rock," the arrangement to Advanced (the Advanced indicator will light), and select Original (the Variation indicator is dark).

▼ INTRO

▼ FILL IN TO VARIATION

ENDING ▼

If you have problems ...

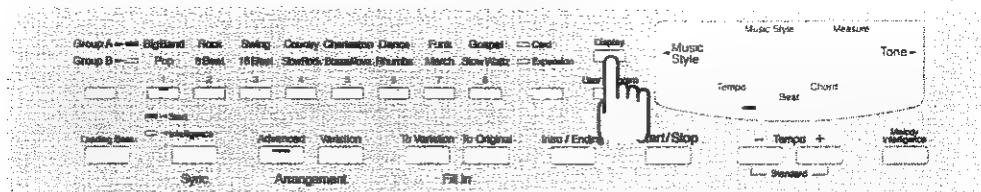
If the To Variation button is pressed with inaccurate timing, the fill-in may not be played correctly or a fill-in may be played at the wrong measure. Listen carefully to the rhythm, and be careful of the timing when you press the button. For the ending also, be careful of the timing when you press the Intro/Ending button.

Selecting the basic display

At various times, different types of information appear in the KR-4700/5000 display. In most cases, even if the display changes as a result of some operation, it will return to the contents that were displayed before the operation. This is known as the "basic display."
You can select one of the following three as the basic display.

Press the Display button to select the basic display.

The display will alternate each time you press the button.



* If performance data has not been read into the KR-4700/5000, pressing the Display button will not select the Composer display.

Music style display:

The upper line shows "Music Style name" / "measure number."

The lower line shows "tempo" / "name of the chord you played."

```

A1 BigBand2      1
J:160    C Maj
    
```

Composer display:

The upper line shows "song name" / "measure number."

The lower line shows "tempo" / "name of the chord you played."

```

KR-01           1
J:160    C Maj
    
```

If you have selected performance data from a disk, the "measure number" area will show the "file number." In this case, a colon ":" will be displayed in front of the number.

```

KR-01           : 1
J:160    C Maj
    
```

Tone display:

The Part name and the Tone name assigned to that Part will be displayed.

```

Upper Tone
A 1 Piano 1
    
```

MEMO

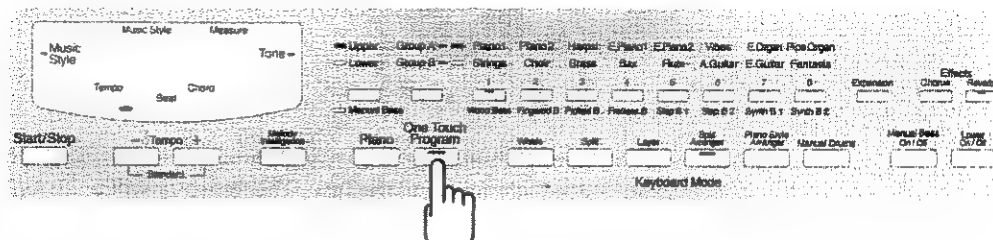
Chapter 2. Enhancing your playing technique

Performance functions

Quick preparation for Style performance (One Touch Program button)

When you wish to play a Style performance, it is usually necessary to press various buttons to make the appropriate panel settings. However, by using the One Touch Program button, preparations for a Style performance can be made instantly.

When the Arranger is not in use (e.g., when the power has just been turned on), press the One Touch Program button.



The button indicator will light, and the following settings will be made in preparation for a Style performance.

- Sync button: Sync Start (the Start indicator is lit)
- Lower Hold button: Off (indicator is dark)
- Chord Intelligence button: On (indicator is lit)
- Intro/Ending button: waiting for intro (indicator is blinking)
- Split Arranger button: Split Arranger (indicator is lit)
- Chord Hold: On
- A Tempo and Upper Tone suitable for the selected Music Style
- Left pedal: turns the Leading Bass function on/off
- Center pedal: controls the Break function

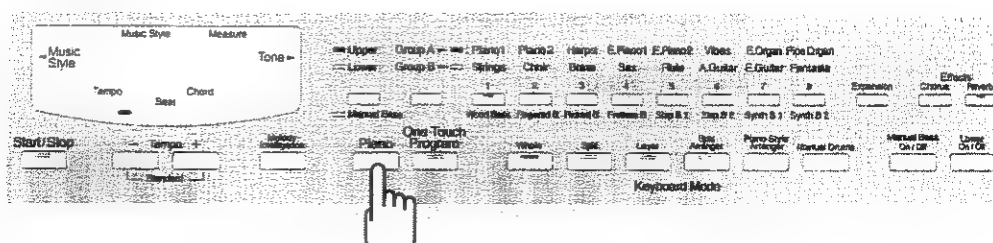
If you select another Music Style while the One Touch Program indicator is lit, a tempo and upper Tone suitable for that Music Style will be selected.

** If a Music Style from a Music Style Card is selected, pressing the One Touch Program button will not select the most appropriate Upper Tone.*

Quick preparation for Piano performance (Piano button)

By pressing the Piano button you can instantly prepare for a piano performance.

Press the Piano button.

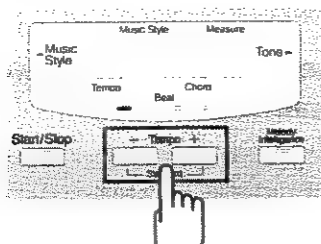


Regardless of what panel settings have been made, pressing the Piano button will instantly assign piano Tone A-1 to the entire keyboard. Of course, after pressing the Piano button you can then select a different Tone if you wish. (The left pedal will be the Soft pedal, and the center pedal will be the Sostenuto pedal.)

Change the Tempo of a Style performance (Tempo buttons)

Use the Tempo buttons to make adjustments.

The tempo will become faster when you press the "+" Tempo button, and slower when you press the "-" Tempo button.



A1 BigBand2
♩:165

When you change the tempo, the display will show the tempo value (20—250). The Beat indicator also lets you check the tempo and the beat. The indicator will blink red for the first beat and green for the second and later beats.

- * By simultaneously pressing both the Tempo "+" and "-" buttons, you can reset the tempo to the standard tempo for the selected Music Style.

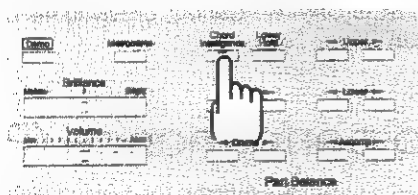
Simplified fingering for chords (the Chord Intelligence button)

When playing a Style performance, the left hand plays the chords. By using the Chord Intelligence function, six main types of chord can be produced with simplified fingering.

- * The Chord Intelligence function can be used when the keyboard mode is set to either Split Arranger or Split.

Press the Chord Intelligence button to make the indicator light.

Pressing the button once again will turn it off (dark).



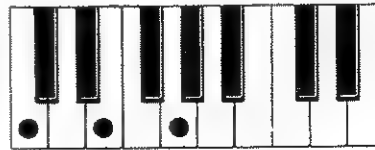
The following illustrations show the types of chord that the Chord Intelligence function can produce and the fingerings for each. The fingerings shown for each chord are with a root of C. For other roots, see the "Chord list" (p.99).

Major (□Maj):

Play the root of the chord.



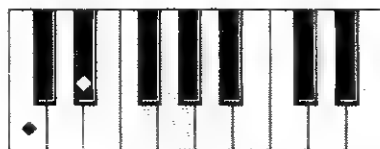
Chord Intelligence: ON



Chord Intelligence: OFF

Minor (☐min):

Play the root and the third note above (minor third above).



Chord Intelligence: ON



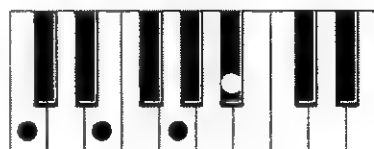
Chord Intelligence: OFF

Seventh (☐7):

Play the root and the second note below (major second below).



Chord Intelligence: ON



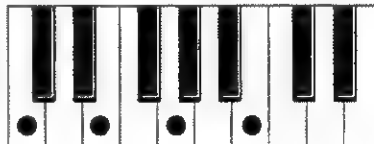
Chord Intelligence: OFF

Major seventh (☐Maj7):

Play the root and the first note below (minor second below).



Chord Intelligence: ON



Chord Intelligence: OFF

Minor seventh (☐min7):

Play the root, the third note above (minor third above), and the second note below (major second below).



Chord Intelligence: ON



Chord Intelligence: OFF

Diminished (☐dim):

Play the root and the sixth note above (diminished fifth above).



Chord Intelligence: ON



Chord Intelligence: OFF

About chords

Chords are indicated by their 'basic' note (the "root") and a symbol which indicates the type of chord. For example, C Maj7 indicates a major seventh (Maj7) chord built on C.

The root is given as a letter of the alphabet, as follows.

(D \flat) C \sharp	(D \sharp) E \flat	(G \flat) F \sharp	(G \sharp) A \flat	(A \sharp) B \flat		
C	D	E	F	G	A	B

(Re \flat) Doh \sharp	(Re \sharp) Mi \flat	(Sol \flat) Fa \sharp	(Sol \sharp) La \flat	(La \sharp) Si \flat		
Doh	Re	Mi	Fa	Sol	La	Si

The type of chord is given as a symbol such as Maj7, min, min7, etc. These indicate the type of chord that is built on the root.

For example, a C Maj7 chord consists of four notes: C, E, G, and B. Starting with the root (C), the notes are E (a major third = 4 chromatic steps), G (a perfect fifth = 7 chromatic steps), and B (a major seventh = 11 chromatic steps).



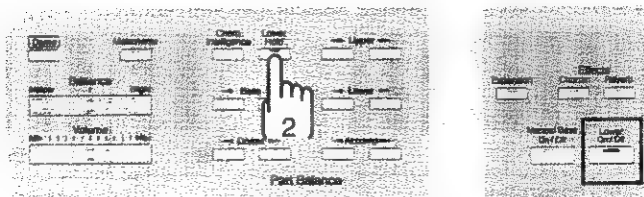
The symbol "Maj7" means "root, major third, perfect fifth, major seventh." This means that a "D Maj7" chord would consist of the notes D, F \sharp , A, and C \sharp .

During a Style performance, the display will show the name of the chord that is being played.

Hold notes played in the Lower area (the Lower Hold button)

When the Lower Hold function is used, notes played in the lower area will continue to sound even when you release the keys. (Those notes will stop sounding when you play different notes.)

* The Lower Hold function can be used when the keyboard mode is set to either Split or Split Arranger.



1. Make sure that the Lower On/Off indicator is lit.

If it is not lit, press the Lower On/Off button.

2. Press the Lower Hold button to make the indicator light.

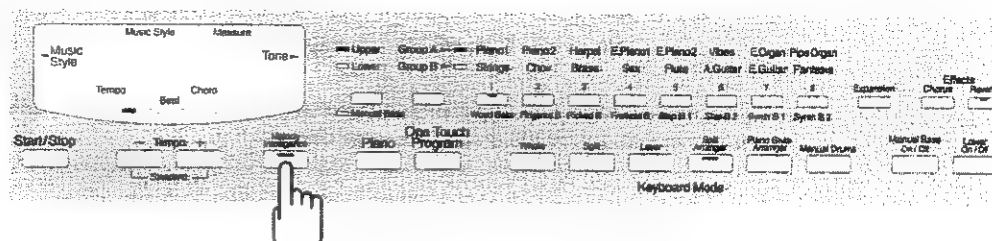
Pressing the button once again will turn it off.

Add harmony to the melody (the Melody Intelligence button)

Melody Intelligence is a function which adds harmony to the melody which you play with your right hand. The harmony will match the chord which you play with your left hand. The Melody Intelligence function can be used in any Keyboard Mode except Manual Drum mode.

To use the Melody Intelligence function, press the Melody Intelligence button to make the indicator light.

Pressing the button once again will turn it off.

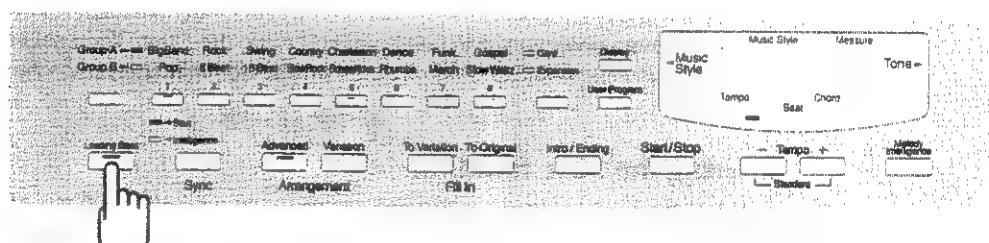


Use the Leading Bass function (the Leading Bass button)

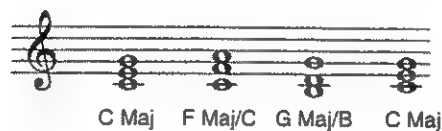
During Style performance, the root of the chord you play is normally sounded as the bass. But when the Leading Bass function is used, the lowest of the notes you actually press is sounded as the bass. This allows the bass to be a note other than the chord root, so that the bass note will change appropriately when inverted chords are used.

To use the Leading Bass function, press the Leading Bass button to make the indicator light.

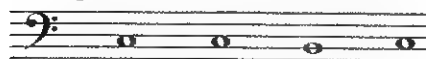
Pressing the button once again will turn it off.



Example:



Leading Bass: ON



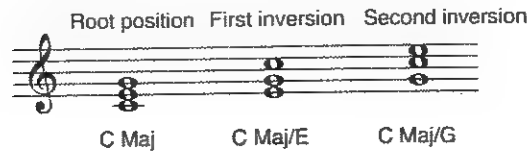
Leading Bass: OFF



- Leading Bass can also be turned on/off by the left pedal. In this case, Leading Bass will be on only as long as the pedal is pressed.
- The Leading Bass function can also be used together with the Manual Bass function (see p.38).

About inverted chords

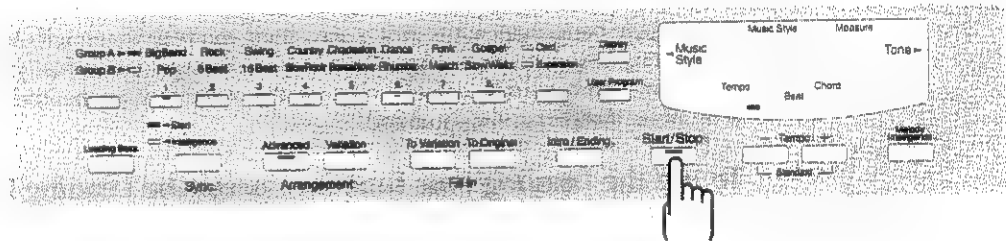
The uppercase letter of the alphabet at the beginning of the chord name is the root (the basic note) of the chord. When notes are added above this root to form the chord, we speak of the chord as being in "root position." If a different note of the chord is the lowest note, we speak of the chord as being "inverted". In order to distinguish such a chord from a root position chord, we indicate the lowest note with a slash; e.g., "/E" or "/G." (There are also other ways of expressing this.)



This means that if Leading Bass has been turned on, different bass notes will be sounded for the root position than for inversions of the same chord.

Start/Stop Style performance

Use the Start/Stop button to start/stop Style performance.



* If not even one chord has been played before the Start/Stop button is pressed, or if the Chord Hold function (p.81) is off, only the percussion instruments of the Music Style will play.

● Using the Sync function

When the Sync function is used, the accompaniment will start at the moment you play a note in the lower keyboard area. There are two ways to use this: "Sync Start" and "Sync Intelligence."

Press the Sync button to select the type of Sync.

The choices will alternate each time you press the button.

Sync Start (Start):

Accompaniment will start when you play the lower keyboard area.

Sync Intelligence (Intelligence):

Accompaniment will start when you play the lower keyboard area, but will stop when you take your hand off the lower keyboard area. When you again play the lower keyboard area, accompaniment will resume from where it stopped.

Sync Off (indicator unlit):

Accompaniment will not start even when you play the lower keyboard area.

● Start accompaniment with an Intro

Press the Intro/Ending button.

If you press the Intro/Ending button when Sync Start is on, the button indicator will blink (waiting). When you play the lower keyboard area, the intro will begin and accompaniment will start.
If you press the Intro/Ending button when Sync Start is off, the intro will begin immediately and accompaniment will start.

* The number of measures in the intro depends on the Music Style. Refer to "Music Style list" (**p.95).

● Start accompaniment with a Fill-in

Press the To Original or To Variation button.

If you press the To Original or To Variation button when Sync Start is on, the Start/Stop button indicator will blink (waiting). When you play the lower keyboard area, the fill-in will begin and accompaniment will start.
If you press the To Original or To Variation button when Sync Start is off, the fill-in will begin immediately and accompaniment will start.

● End accompaniment with an Ending

During Style performance press the Intro/Ending button.

An ending will be played from the next measure, and accompaniment will stop.

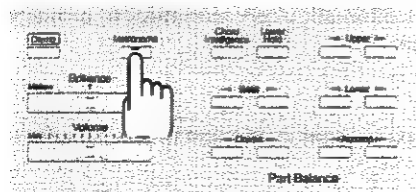
* The number of measures in the ending depends on the Music Style. Refer to "Music Style list" (**p.95).

Using the metronome

You can make the metronome sound while you play.

To use the metronome, press the Metronome button to make the indicator light.

The metronome will sound with the time signature of the currently selected Music Style. Press the button once again to turn it off (indicator dark).



To change the time signature, select a different Music Style (**p.95 "Music Style list"). You can use the Tempo buttons to adjust the metronome tempo.

* You can also adjust the volume of the metronome (**p.85).

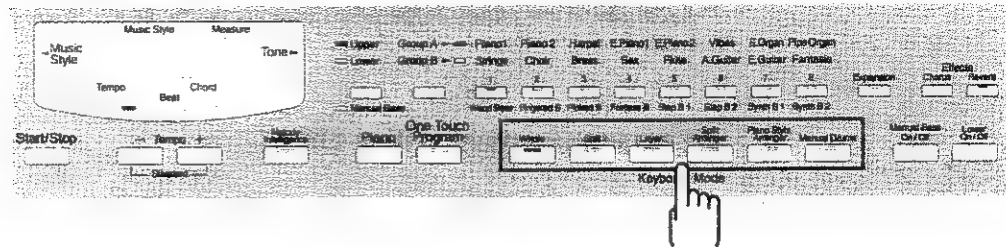
Ways to use the keyboard (Keyboard Mode)

Up to this point we have been using the entire keyboard to play one Tone, or using the Style Performance function to divide the keyboard between accompaniment and solo sections. But there are still more ways to use the keyboard, such as layering two Tones together or playing percussion instruments from the keyboard.

The way in which the keyboard functions is determined by the Keyboard Mode.

Use the Keyboard Mode buttons to select the keyboard mode.

When you press a button its indicator will light, indicating the selected keyboard mode.



Whole:

The entire keyboard will play the upper Tone. Use this mode when you wish to play a single Tone over the entire keyboard.

When the Piano button is pressed, this keyboard mode will be selected.

Split:

The keyboard will be divided into upper and lower areas around a specified key (the Split Point), and a different Tone can be played in each area. Use this mode when you wish to play (for example) piano with your right hand and bass with your left (p.37).

Layer:

The entire keyboard will play both the upper and lower Tones. For example you can combine various Tones (e.g., piano and strings) to create new sounds (p.37).

Layer mode can also be used together with the Split, Split Arranger, and Piano Style Arranger keyboard modes.

Split Arranger:

This keyboard mode is for Style performance. The keyboard will be divided into upper and lower areas around a specified key (the Split Point), with the lower area used for accompaniment and the upper area used for melody.

When the One Touch Program button is pressed, this keyboard mode will be selected.

Piano Style Arranger:

This keyboard mode is also for Style performance. Unlike Split Arranger mode, chords will be recognized over the entire keyboard, and sounded using the upper Tone.

This mode allows you to add an automatic accompaniment to ordinary piano-style playing without having to think about a split point.

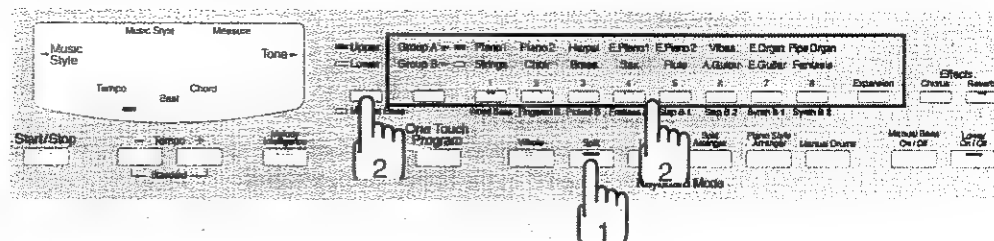
Manual Drums:

Each key will trigger a different percussion instrument or special effect (SFX) (p.40).

- * If you wish to play the keyboard with the drum accompaniment of a Music Style, select one of the keyboard modes which is not for Style performance. When you press the Start/Stop button, the drums of the selected Music Style will start. Or, if the Sync function is turned on, you can play the keyboard to start the drums instead of pressing the Start/Stop button. However, be aware that for Music Style "B-1 Pop" (in Style Expansion mode this is "84 Pop4"), the Original accompaniment has no drums.

Split the keyboard (Split)

"Split" means to divide the keyboard at a certain key (the Split Point A♯3) so that the upper and lower areas will play different Tones. For example, you could use this to play piano with your right hand and bass with your left hand.



1. Press the Split button to make the indicator light.

At the same time, the Lower On/Off button indicator will also light.

2. To select a Tone, first press the Upper/Lower/Manual Bass button to specify whether you are selecting the upper or lower Tone. Then select a Tone.

To select the upper Tone, make the Upper indicator light. To select the lower Tone, make the Lower indicator light.

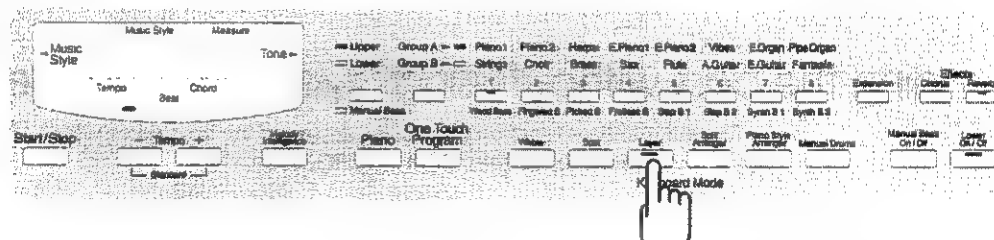
- * In Split mode, the right damper pedal will affect only the upper Tone.
- * If you press the Lower On/Off button to turn off the indicator, the lower Tone will no longer sound.
- * You can change the Split Point (see p.80).

Play two tones together (Layer)

If you wish to play both the upper and the lower Tone together over the entire keyboard, set the keyboard mode to Layer. By combining Tones (such as piano and strings) you can create new sounds.

Press the Layer button to make the indicator light.

At the same time, the Lower On/Off button indicator will also light.



To select the upper and lower Tones, refer to the previous section "Split the keyboard (Split)."

- * In Layer mode, the right damper pedal will affect both the upper Tone and the lower Tone.
- * Since the purpose of Layer mode is to combine the upper and lower Tones, it is not possible to turn off the lower Tone by pressing the Lower On/Off button.

● Use Layer with other keyboard modes

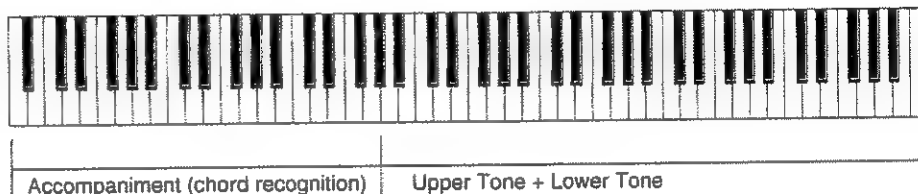
Layer mode can be used together with Split Arranger, Piano Style Arranger, and Split keyboard modes.

Press the desired keyboard mode button simultaneously with the Layer button.

The indicators of both buttons will light.

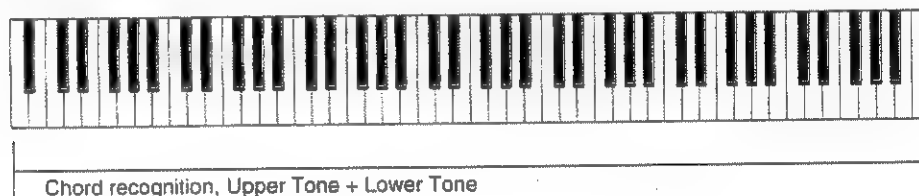
Layer + Split Arranger:

The lower keyboard area will be used for accompaniment, and two Tones (the upper Tone and lower Tone) will be layered in the upper keyboard area.



Layer + Piano Style Arranger:

The entire keyboard will recognize Style performance chords, and the entire keyboard will play the two Tones layered.



Layer + Split + Manual Bass ON:

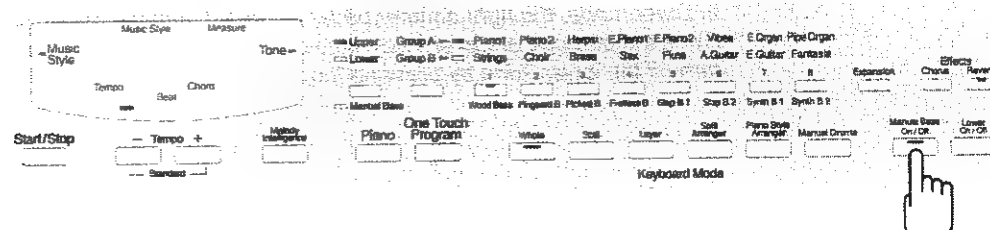
After selecting the two combined keyboard modes, press the Manual Bass On/Off button to make the indicator light. The lower area will sound the Manual Bass Tone, and the upper area will sound the two layered Tones. (See the following paragraph for details.)

Sounding the bass without using Style performance (Manual Bass)

The Manual Bass function allows you to sound the bass notes with a keyboard mode that does not use Style performance (i.e., Whole, Split, Layer).

* When Manual Bass is on, you can also use the Leading Bass function (see p.33).

Press the Manual Bass On/Off button to make the indicator light.



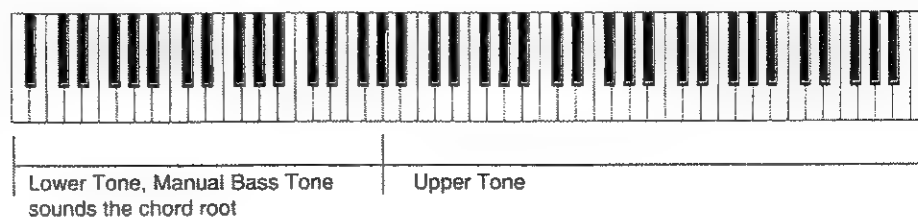
The keyboard mode determines how the bass note will be sounded.

When Whole or Layer is selected:

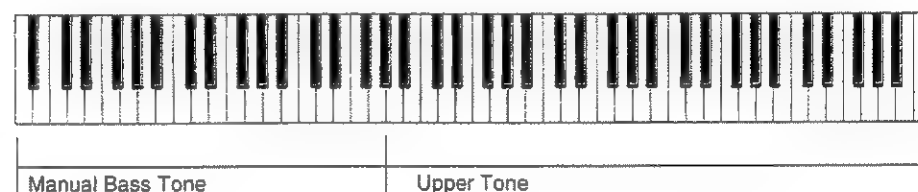
The manual bass Tone will sound the root of the chord you play.

When Split is selected:

The upper area will sound the upper Tone, and the lower area will sound the lower Tone. When you play a chord in the lower area, the manual bass Tone will sound the root of that chord.

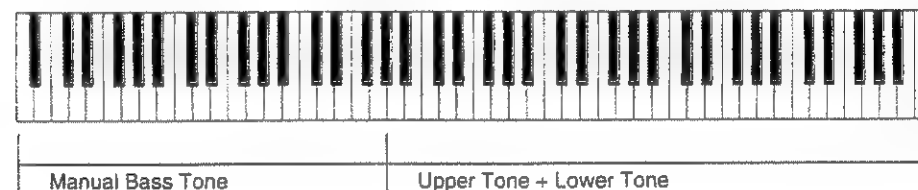


If Lower is turned off, the upper area will sound the upper Tone, and the lower area will sound the manual bass Tone.



When Split and Layer are selected:

The upper area will sound the upper and lower Tones together, and the lower area will sound the manual bass Tone.

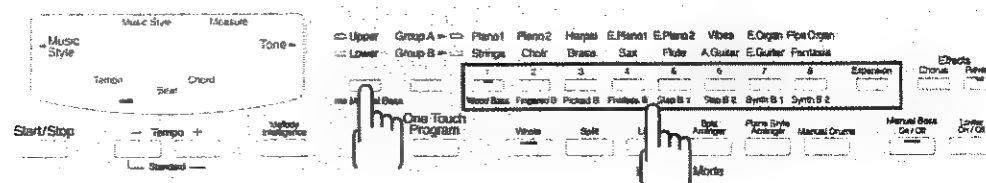


● Selecting the Manual Bass Tone

Normally you can choose from 8 manual bass Tones.

The manual bass Tones are organized by numbers 1—8, and are selected by the Tone buttons. The Tone selected by each button is printed on the front panel.

Press the Upper/Lower/Manual Bass button to make the Manual Bass indicator light. Then press a Tone button 1—8 to select the Tone.

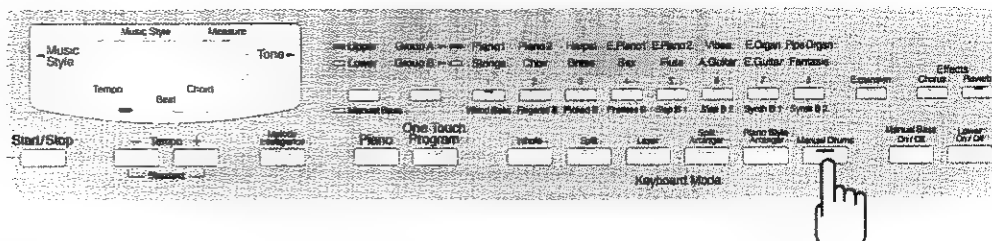


* When the Expansion button indicator is lit (Tone Expansion mode), you can select the same Tone as selected for upper or lower. This means that you can select a Tone other than a bass Tone as the Manual Bass Tone.

Play drums from the keyboard (Manual Drums)

The Manual Drum keyboard mode allows you to play various percussion instruments and special effects (SFX) from the keyboard. There are 8 drum sets and 1 SFX set. Select the set you wish.

Press the Manual Drums button to make the indicator light.



The Manual Drum Set name will be displayed for a short time.

Manual Drums Set
STANDARD

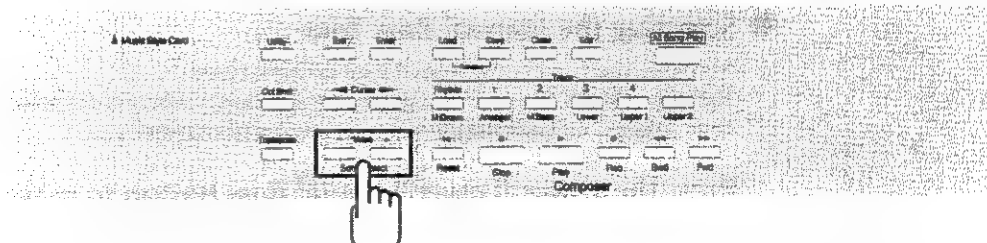
Each note of the keyboard will play a different percussive sound.

- For a list of the sounds played by each note, see "Drum set list" (**p.97).
- If you affix the included Manual Drum template to the front of the keyboard you will be able to see at a glance which key plays which sound (**p.14).
- While playing Manual Drums, you can move the Pitch Bend wheel to change the pitch of the sound by 1 octave.

● Selecting a Manual Drum set

While a manual drum set name is displayed, use the Value buttons to select a different manual drum set.

If the manual drum set name is not being displayed, press the Manual Drums button once again.



Register panel settings (User Program)

The User Program function allows you to register the settings you have made on the front panel. Eight separate User Programs can be registered. You can register various setups appropriate for different types of song, and later select one of these setups instantly.

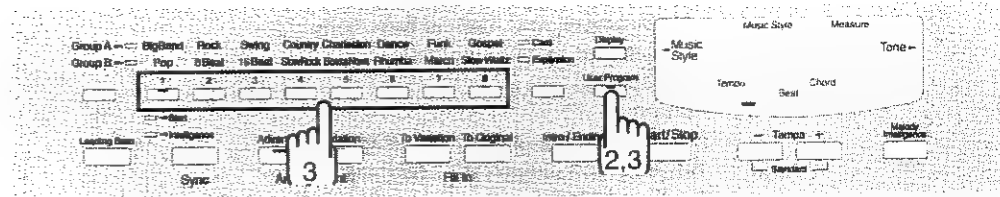
The following settings are registered in each User Program.

- Upper, Lower, and Manual Bass Tone
- Drum set for Manual Drums
- Music Style
- Tempo
- Variation on (variation) / off (original)
- Advanced on (advanced) / off (basic)
- Keyboard Mode
- Lower on/off
- Manual Bass on/off
- Leading Bass on/off
- Intro on/off
- Sync (Start/Intelligence/Off)
- Lower Hold on/off
- Chord Hold on/off
- Chord Intelligence on/off
- Melody Intelligence on/off
- Volume balance and muting for each Part
- Reverb
- Chorus
- Octave Shift
- Transpose
- Pedal function
- Pitch Bend
- Split Point

* User Program settings can also be saved on disk (see p.82).

● Register a User Program

- When you register a User Program, the settings that were previously in that User Program memory will be lost.



1. Make the panel settings that you wish to preserve.

2. Press the User Program button until the following display appears.

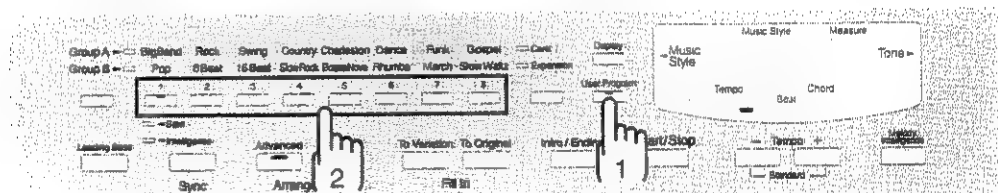
The button indicator will light, and you can use the Music Style buttons 1—8 to specify which User Program Memory will contain the current panel settings.

Write Panel In
User Program ?

3. While holding down the User Program button, press the store destination button.

The current panel settings will be stored in the specified location.

● Recalling a User Program



1. Press the User Program button.

The button indicator will light, indicating that you may now select a User Program.

2. Press a button 1—8 to select a User Program.

The indicator of the selected button will light, and the selected User Program will be recalled.

If you press the same number button once again, the settings before you selected the User Program will be recalled.

Chapter 3. Record and playback your playing

About the Composer

The Composer (also known as a Sequencer) is a device which records your performance (including any Tone changes or use of the instrument's controls). The Composer remembers 'which note' was played 'when', 'how strongly,' and 'how long'. When the Composer is played back, it controls the instrument (the sound-producing circuitry) instead of the musician, causing it to produce sound. The Composer is unlike a tape recorder in that changing the tempo will not affect the pitch of the sound, and that the sound quality is never diminished by playback or re-recording.

About Tracks

The Composer built into the KR-4700/5000 has 6 tracks. Each track records the following Parts.

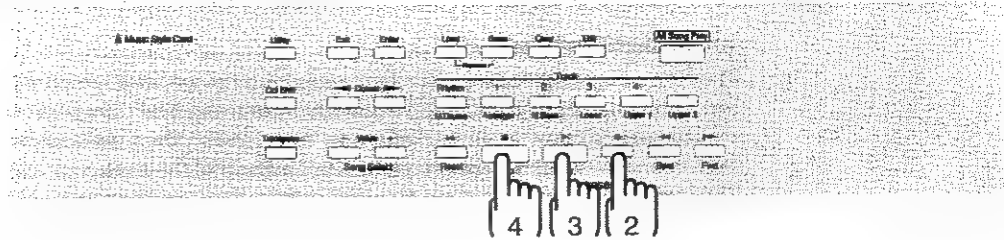
M. Drums	: manual drum playing
Arranger	: accompaniment
M. Bass	: manual bass playing
Lower	: playing in the lower area
Upper 1	: playing in the upper area
Upper 2	: playing in the upper area

Playing in the upper area can be recorded on two tracks. Normally it is recorded on the Upper 1 track. If you wish to add an additional melody, it can be recorded on the Upper 2 track.

- *The Composer is able to simultaneously record on more than one track. However, if you simultaneously specify both Upper 1 and Upper 2, Upper 2 will not record your keyboard playing. (If the Upper 2 track contained data, it will be erased.) Be sure to record Upper 1 and Upper 2 tracks separately.*
-

Record your playing

Here's how to record your playing on the KR-4700/5000.



1. Make the panel settings you wish to record.

* If you wish to record on the Upper 2 track, make panel settings while the KR-4700/5000 is waiting to begin recording.

2. Press the Rec button to prepare for recording.

The following display will appear, the Rec indicator will light, and the Play indicator will blink. If you are beginning a new recording, the recording track will be automatically selected according to the panel settings (the Track button indicator will blink).



* If you wish to modify the tempo during Style performance or use the expression pedal to add volume changes to all performance parts, press the M.Drums button (Track button) to make the indicator blink.

3. Start recording.

If you are recording a Style performance, recording will begin when the accompaniment starts. If not, press the Play button. After a two-measure metronome count-in, recording will begin.

4. When you finish recording, press the Stop button.

Recording will end with the measure in which the button was pressed. The Track button indicator will change to being steadily lit, indicating that the performance data was recorded. A name of "KR-01" will be assigned to the performance data.

- * If you press the Intro/Ending button (or the Start/Stop button) while recording a Style performance, the accompaniment will stop but recording will continue. When you wish to stop recording, press the Stop button (or the Reset button).
- * If you wish to return to the beginning of the first measure and stop recording, press the Reset button instead of the Stop button.
- * If you make a mistake while recording and wish to record over from the beginning, you will need to erase the already-recorded data. Press the Clear button and the following message will ask for confirmation. Then press the Enter button.



● If a message is displayed

CurrentSong will
be erased. Sure?

Internal memory contains performance data which has not been saved to disk. If it is all right to erase this data, press the Enter button. If you do not want to erase the data, press the Exit button to cancel the operation, and save the data to disk (*p.47).

Internal Memory
Near Limit

The internal memory is almost full, and further recording will not be possible.

Internal Memory
is Full.

The internal memory is full, and recording has been stopped.

Beat Mismatch:
SelectOtherStyle

It is not possible to change to another Music Style that has a different time signature while recording.

● Using the Sync Intelligence function

Sometimes while recording a Style performance, the timing at which you play chords may be a bit late, for example if the chords are difficult. The Sync Intelligence function (*p.34) is helpful when such problems occur.

When using the Sync Intelligence function, releasing a chord in the lower area will pause both the accompaniment and recording. This means that even if you press the next chord a bit late, the delay will not be recorded.

* While recording is paused (i.e., when you are not playing the lower keyboard), do not play the melody in the upper area or operate the panel switches. Operations performed while recording is paused will be recorded at the time when recording is resumed, and may not be played back correctly.

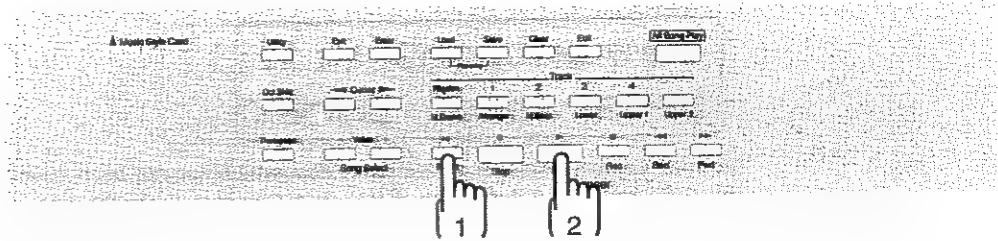
● Start without a metronome count-in

From the record ready status, press the Cursor ► button. The following display will appear, so use the Value buttons to turn it Off. (Press the Cursor ◀ button to return to the previous display.)

KR-01 1
J:160 ←CountIn ON

Playing back a recorded performance

Here's how to playback the performance data you recorded.



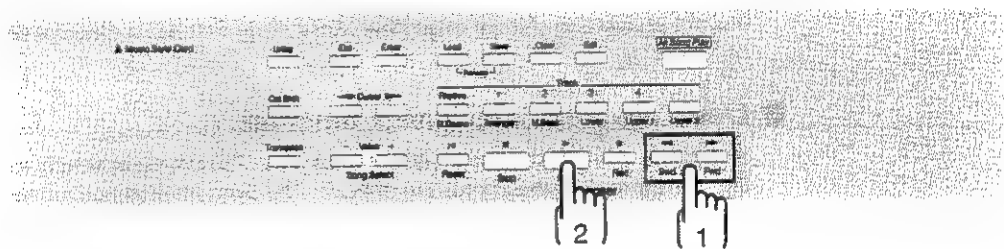
1. Press the Reset button to return to the first measure.
2. Press the Play button to begin playback.

When playback ends it will stop automatically.

If you wish to stop in the middle of the song, press the Stop button (or the Reset button).

- * If you press the Play button while holding down the Stop button, a two-measure count-in will be inserted before playback begins.
- * When playing back performance data that uses a Music Style from a Music Style Card, insert the appropriate card.

● Playback from the middle of a song



Use the Bwd and Fwd buttons to move to the measure at which to begin playback.

To fast-forward, press the Fwd button. To rewind, press the Bwd button.

Each press of the button moves one measure. If you continue to hold either button the measure numbers will change continuously.

● Silence (mute) a specific track

Press a Track button whose indicator is lit.

The button indicator will go off, and that track will not be played back.

Press the button once again and the indicator will light again.

● Playback with different settings

If you modify the tempo or select a different Tone or Music Style, playback will be done with the modified settings.

Modified settings are temporary. When you press the Reset button the initial settings (except for Tempo) will reappear. To restore the initial settings including Tempo, hold down the Reset button and simultaneously press the Tempo + and - buttons.

- * The number of measures in the Intro and Ending will differ according to the Music Style. This means that if you select a Music Style with a different number of measures, the playback measure will shift.
- * It is not possible to change the Tone settings etc. for the Upper 2 track.

Save performance data to disk (Save)

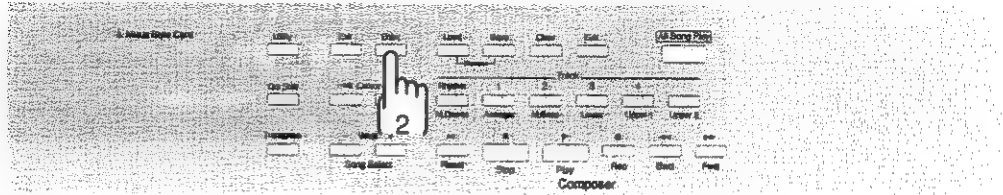
Performance data you record is temporary, and will be lost when the power is turned off. If you wish to save the performance data, you must save it to a 3.5 inch floppy disk (commercially available). This operation is known as Saving.

- * There are two types of disk; 2DD and 2HD. A 2HD disk can store twice the data of a 2DD disk.
- * Before using disks, read the precautions on p.8.

- **Format a disk**

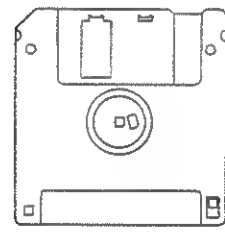
Newly purchased disks or disks which have been used by a different device cannot be used by the KR-4700/5000 as they are. They must first be formatted.

- * When you format a disk that has been used by a different device, all data that may have been on that disk will be lost. Be sure that the disk does not contain data you wish to keep.



1. Set the disk's protect tab to the write position, and insert it into the disk drive.

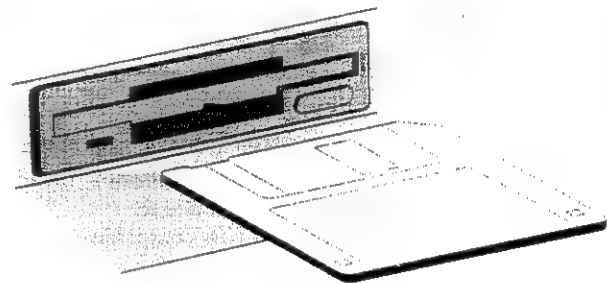
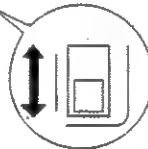
Be sure that the disk is facing the correct way.



Protect tab

Write (write enable)

Protect (write disable)



The following messages will appear.

For a new disk

```
Unformatted Disk
Format Sure? ENTER
```

For a disk that has been used by another device

```

      Inferno Disk
Format Sure?ENTER

```

2. Press the Enter button to execute formatting.

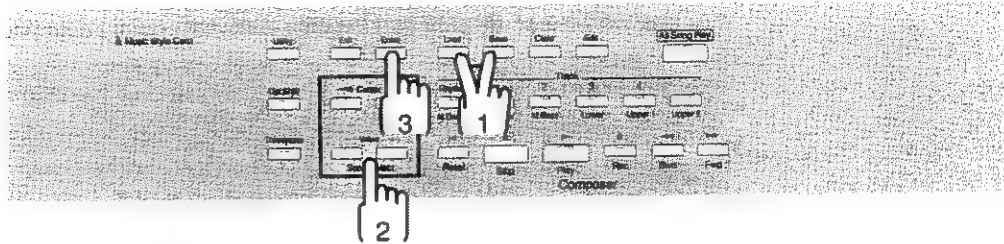
Formatting will take about 1 minute. After formatting is complete, the basic display will reappear.

- * To quit without formatting, press the Exit button.

● Change the name of the performance data

Performance data recorded by the KR-4700/5000 is automatically given a name of "KR-01". If the disk does not already contain other data with the same name, you may save the data with the automatically assigned name. However, it is a better idea to assign a name to the data so that you will be able to recognize it later.

- * The KR-4700/5000 recognizes performance data by its name. This means that a single disk cannot contain more than one song of the same name.
- * It is not possible to directly change the name of a song on disk. You must first read the song into internal memory and then change the name (see p.57).
- * Each time you record additional songs, the name automatically assigned to the performance data will be changed as "KR-02," "KR-03," etc.



1. Simultaneously press the Load button and the Save button. The Rename display will appear.



2. Use the Cursor buttons and the Value buttons to change the name.

Use the Cursor buttons to make the character you wish to change blink, and use the Value buttons to specify the character.

The following characters can be used:

0 1 2 3 4 5 6 7 8 9 space ! # % & ' () * + , - . / : ; = ? ^ _
 A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
 a b c d e f g h i j k l m n o p q r s t u v w x y z 0 1 2 ...

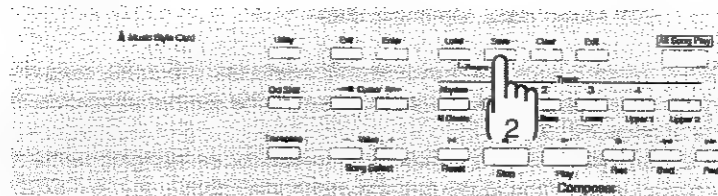
- * When assigning a name, the Track buttons can be used to directly enter the following characters.

1/Arranger button	: "0"
2/M. bass button	: "A"
3/Lower button	: "M"
4/Upper 1 button	: "a"
Upper 2 button	: "m"

3. When you finish, press the Enter button.

● Save to disk

* KR-4700/5000 performance data cannot be saved on a disk which contains Standard MIDI files.



1. Make sure that a disk formatted by the KR-4700/5000 is in the disk drive.

2. Press the Save button to executing saving.

When the save operation is completed, the basic display will reappear.

- * If the amount of performance data is large, saving can take a bit of time.
- * If the disk contains song data with an identical name, the following message will appear. If you wish to overwrite the existing data, press the Enter button. If you wish to save the new data separately (i.e, preserve the existing data), press the Exit button to cancel the save operation, change the name of the song data, and then save it.

```

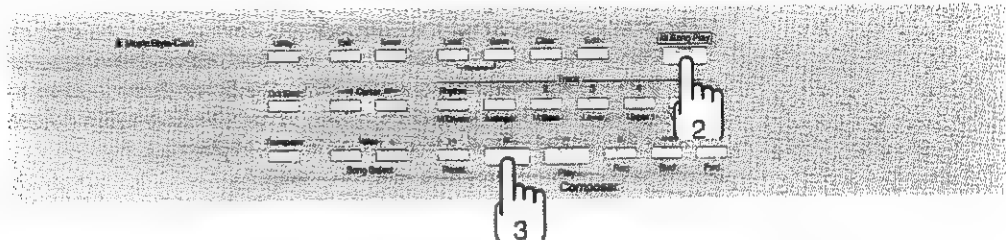
KR-01          : 1
J:160 Overwrite ?
  
```

Playback performance data from disk

If you wish to use the KR-4700/5000 to playback performance data from disk, you can directly specify the song on disk to be played. It is not necessary to first read the data into the KR-4700/5000. The KR-4700/5000 is able to playback the following types of commercially available music data:
SMF Music Data, ism music data

- * When playing back performance data from disk, the performance data already in internal memory must be erased. If you wish to preserve the performance data that is in internal memory, you must save it to disk.
- * Standard MIDI File is a widely-used format for exchanging performance data between various devices. In addition to the formats mentioned above, the KR-4700/5000 is also able to playback GM or GS-compatible Standard MIDI File data.
- * If Standard MIDI File data has been selected, an asterisk "*" will be displayed following the file-name.

● Playback all songs



1. Insert the disk in the disk drive.

2. Press the All Song Play button to start playback.

The button indicator will light, and playback will begin from the first song.

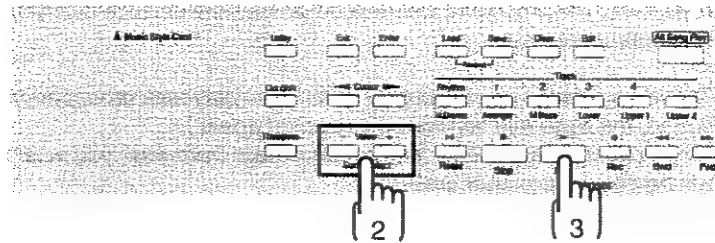
- * If performance data exists in internal memory that has not been saved to disk, the following message will appear. If it is all right to erase the data, press the Enter button. If you do not wish to erase the data, press the Exit button to cancel the operation, and save the data to disk.

CurrentSong will
be erased. Sure?

3. To stop playback, press the Stop button.

- * If you use the Song Select buttons to select a song before pressing the All Song Play button, playback will begin from that song.
- * You can also stop playback by pressing the All Song Play button or the Reset button instead of the Stop button.

● Playback just one song



1. Insert the disk in the disk drive.

2. Use the Song Select buttons to select the song.

* If performance data exists in internal memory that has not been saved to disk, the following message will appear. If it is all right to erase the data, press the Enter button and then select the song once again. If you do not wish to erase the data, press the Exit button to cancel the operation, and save the data to disk.

CurrentSong will
be erased. Sure?

3. Press the Play button to start playback.

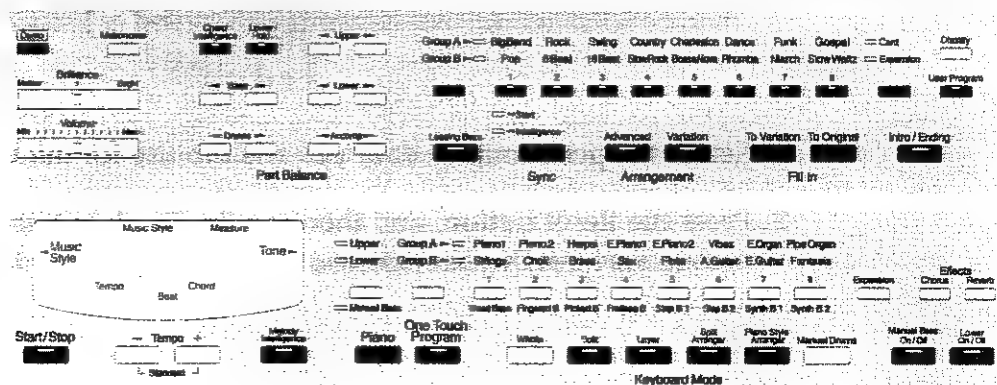
When the song ends playback will stop automatically.

* If you press the Play button while holding down the Stop button, playback will begin after a two-measure metronome count-in.
* If you move to a measure in the middle of the song before pressing the Play button, the following message may be displayed for a time, and playback will not start immediately. This is because the performance data is being checked to ensure that playback will begin correctly from the specified location.

XXXXXXXXXX * 33
J:130 Please Wait

< After playback ends >

When performance data other than that of the KR-4700/5000 itself is played back, the internal sound source settings are modified by the performance data, and will be different than the settings before playback began. This means that depending on the performance data settings, the way in which the Tones sound can be affected. In such cases, press one of the black buttons shown below. This will reset the KR-4700/5000 to its normal state, in addition to performing the usual function of the button.

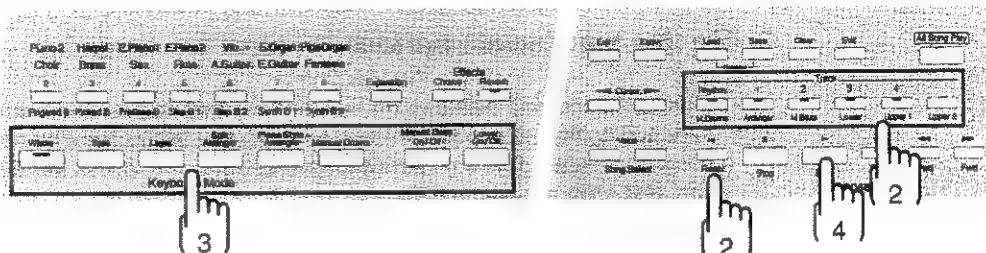


Minus-one performance

The KR-4700/5000 allows you to enjoy 'minus-one' playing with your performance data. Minus-one means that you can use the Mute function to mute a Part of the performance data and play that muted Part yourself. The procedure will depend on the performance data you use, so read the explanation for the appropriate type.

- * The Mute settings are temporary. When you playback other performance data or press the Reset button, the Mute function will be turned off again.
- * When directly playing back performance data from disk, you must first start playback before you will be able to turn Mute on/off.

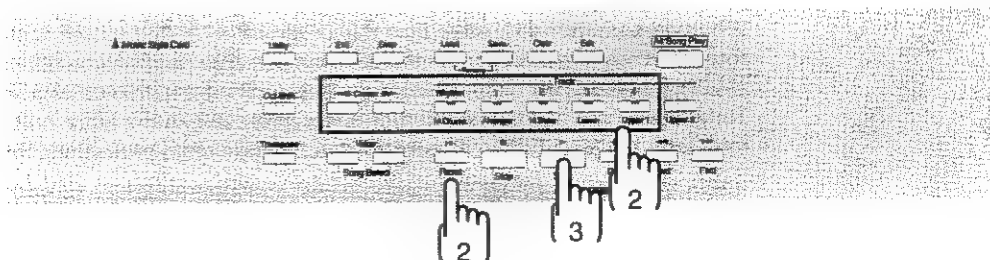
● Using KR-4700/5000 performance data



1. Select the performance data you wish to use for minus-one playing.
2. Press the Reset button, and then use the Track buttons to select the performance Part you wish to play on the keyboard.
Each time you press a Track button, the Mute setting will alternate between On (indicator dark) and Off (indicator lit).
3. Select a keyboard mode that will allow you play the selected performance Part (p.36).
4. Playback the performance data, and play the muted Part yourself on the keyboard.

● Using Standard MIDI Files

When using Standard MIDI Files, playback the performance data directly from disk without reading it into internal memory. When you playback the performance data directly from disk, you can specify any performance Part (MIDI channel).



1. Select the performance data you wish to use for minus-one playing.
2. Press the Reset button, and then use the Track buttons to select the performance Part (MIDI channel) you wish to play on the keyboard.

The Track buttons correspond to MIDI channels as follows.

Rhythm button	: 10
1 button	: 1
2 button	: Others (other than 1, 3, 4, 10), 2, 5, 6, 7, 8, 9, 11, 12, 13, 14, 15, 16
3 button	: 3
4 button	: 4

To select a MIDI channel 1, 3 or 4, press the corresponding Track button to turn off the indicator. Each time you press the Track button, Mute will be turned on/off.

If you wish to use MIDI channel 10 for minus one playing, press the Rhythm button to turn off the button indicator. Then press the Manual Drums button.

To select other MIDI channels, hold down the 2 button and use the Cursor buttons. The selected MIDI channel will be displayed while you continue pressing the 2 button.

Mute Channel
Others

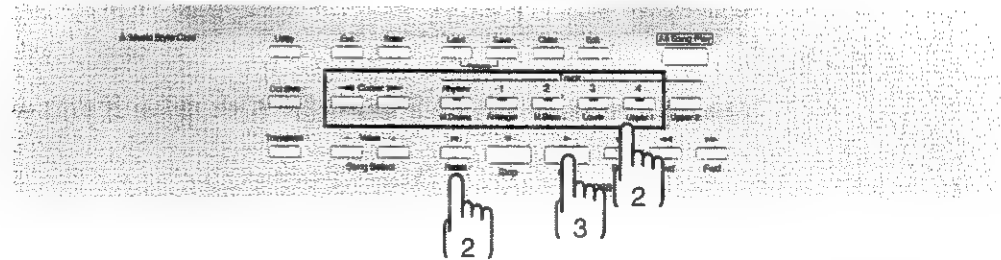
- * It is possible to turn Mute on/off for performance Parts which contain no performance data.
- * If you mute two or more Track buttons, the keyboard will play the performance Part of the first-pressed Track button.
- * If you select "Others," the specified performance Part will be muted. However since this means that two or more performance Parts are specified, you will not be able to select the performance Part to be played on the keyboard.

3. Playback the performance data, and play the muted Part yourself on the keyboard.

- * Use the Part Balance Upper buttons to adjust the volume of the Part played on the keyboard. However in the case of MIDI channel 10, use the Drums buttons to adjust the volume.
- * When you play the keyboard after playing back performance data other than that of the KR-4700/5000 itself, the performance data which was played back may affect the way the Tones sound, etc. In such cases, refer to < After playback ends > (*p.51), and press an appropriate button.

● Using "ism music data"

When using **ism music data**, you can enjoy minus-one piano playing with the left hand (Track 3) and right hand (Track 4).



1. Select the performance data you wish to use for minus-one playing.
2. Press the Reset button, and then use the Track buttons to select the performance Part you wish to play on the keyboard.
Each time you press the Track button, Mute will be turned on/off.

3. Playback the performance data, and play the muted Part yourself on the keyboard.

- * When you play the keyboard after playing back performance data other than that of the KR-4700/5000 itself, the performance data which was played back may affect the way the Tones sound, etc. In such cases, refer to < After playback ends > (*p.51), and press an appropriate button.

Record additional songs

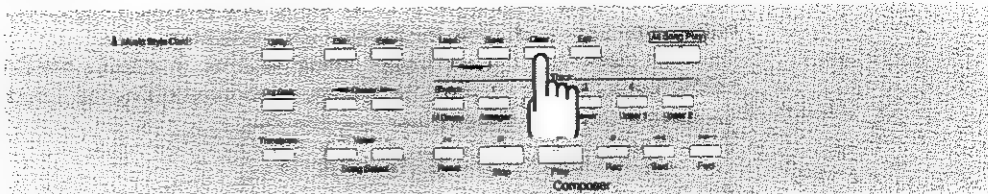
If you wish to record additional songs, perform the following operations as necessary.

- If performance data exists in internal memory

Use the following procedure to clear (erase) the data from internal memory.

Press the Clear button.

If the performance data has already been saved to disk, the data will be erased, and the basic display will reappear.



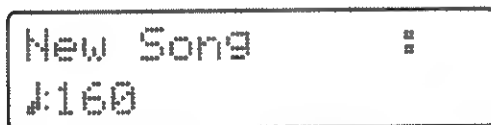
If the performance data has not yet been saved to disk, the following message will appear. If you are sure you want to clear the data, press the Enter button.



* To cancel the operation, press the Exit button.

- After playing back performance data from disk

If the disk is still inserted, use the Song Select buttons to select "New Song," and then press the Rec button.



The "New Song" selection appears before the first song and after the last song.



You may remove the disk from the disk drive if you wish.

Chapter 4. Editing performance data

Before you read this chapter

Please familiarize yourself with the material below, which outlines the various types of operations and ways to edit performance data which will be explained in this chapter.

● Three ways to record

The KR-4700/5000 provides three ways to record performance data. This chapter will be explaining these methods with the assumption that you wish to re-record part of an already-recorded song. Use the method most appropriate for your situation.

Replace Recording:

This is the usual way of recording, as explained in the previous chapter. If performance data exists in the selected track, the new recording will replace the old data.

Mix Recording:

The newly recorded performance data will be added to the previously recorded data. Use this method when you wish to add an additional performance part to an existing track.

Punch-in Recording:

This method allows you to playback the previously recorded performance data, and when you arrive at a desired place, press a pedal and begin re-recording. When you press the pedal once again, recording will stop and you will return to playback. This allows you to re-record only specific sections.

● Editing functions

The KR-4700/5000 provides the following five editing functions. Use the function most appropriate for your situation.

Quantize:

This function adjusts the timing of inaccurately-played notes to a specified time value interval.

Erase:

This function erases ■ specified section of performance data.

Insert:

This function inserts blank measures.

Copy:

This function copies a specified section of performance data to another location in the same track. You might use this when a song contains repeated phrases.

Delete:

This function deletes a specified section of performance data. When data is deleted, the performance data following it will be moved forward to fill the gap.

* In addition to the above functions, you can also modify the initial settings (Tempo, Tone, etc.) that are used when the performance data is played back (**p.67).

● Other functions

Format:

This function erases all data from a disk.

Delete File:

This function deletes a specified file of performance data from disk.

Save As SMF:

This function converts data recorded on the KR-4700/5000 to Standard MIDI File data. This allows other devices (sequencers, computers, etc.) to playback music recorded on the KR-4700/5000.

● Procedure for editing performance data

When editing performance data, it sometimes happens that the results are not as you expect. Especially when editing performance data that uses the Arranger function, the accompaniment may slip out of time or even change. As a safeguard, it is a good idea to save the data to disk before editing.

1. If you wish to edit performance data that is on disk, you must first read the data into internal memory.
2. Use the appropriate editing functions to edit the performance data in internal memory.
3. When you have finished editing, save the performance data to disk.

- * For *ism music data* (or Standard MIDI File data in Format 0), it is possible to use Replace Recording to record the Upper part on track 1, but it is not possible to use other functions to modify this data. This is the case even if the data was originally recorded on the KR-4700/5000 and then converted to Standard MIDI File data.
- * It is not possible to load Standard MIDI File data in Format 1 into internal memory.

Load performance data from disk (Load)

Before you can edit performance data on a disk, the data must be first read into internal memory. This operation is called Load.

1. Insert the disk into the disk drive.
2. Use the Song Select buttons to select the performance data you wish to modify.

* If the internal memory contains performance data which has not been saved to disk, the following message will appear. If it is all right to erase the data, press the Enter button. If you do not wish to erase the data, press the Exit button to cancel the operation and save the data to disk.

CurrentSong will
be erased. Sure?

3. Press the Load button (or the Rec button) to execute Loading.

When loading is complete, the basic display will appear.

* If the amount of performance data is large, loading can take a bit of time.

Three ways to record

The KR-4700/5000 provides three ways for you to re-record performance data: Replace, Mix, and Punch-in.

● Replace recording

This is the usual way of recording. If performance data exists in the selected track, the new recording will replace the old data.

* If you wish to record on the Upper 2 track, make panel settings while the KR-4700/5000 is waiting to begin recording.

1. If you wish to begin re-recording from the middle of the song, use the Bwd/Fwd buttons to move to the desired measure.
2. Press the Rec button to prepare for recording.

KR-01	1
J:160 REPLACE	→

3. Make sure that the display shows "REPLACE."

If not, use the Value buttons to get the correct display.

4. Press a Track button to select the track for recording.

Performance data is recorded on tracks whose indicators are lit. Press the button of the track which you wish to re-record, and its indicator will begin blinking.

The rest of the procedure is the same as explained in the previous chapter.

● Mix recording

The newly recorded performance data will be added to the previously recorded data.

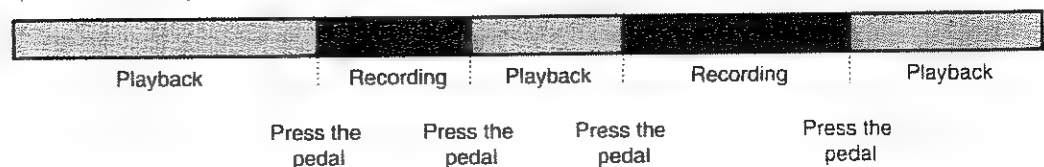
The recording procedure is the same as for Replace Recording except for step 3 in which you will use the Value buttons to select "MIX."

KR-01	1
J:160 MIX	→

● Punch-in recording

This method allows you to playback the previously recorded performance data, and when you arrive at a desired place, press a pedal and begin re-recording. When you press the pedal once again, recording will stop and you will return to playback. This allows you to re-record only specific sections.

If you wish to use punch-in recording, you must first change the function of the pedal.



1. Press the Utility button to get the Utility Menu.

If the lower line does not read "Pedal Function," use the Cursor buttons to select it.

```
Utility Menu
Pedal Function→
```

2. Press the Enter button to get the Pedal Function display.

```
Left Pedal →
SOFT
```

3. Use the Cursor buttons to select the pedal whose function you wish to change.

(Left: left pedal, Center: center pedal)

4. Use the Value buttons to select "PUNCH IN/OUT."

5. This completes pedal settings. Press the Exit button twice to return to the basic display.

6. While holding down the Reset button, simultaneously press both the Tempo + and - buttons. Then press the Rec button to prepare for recording.

7. Use the Value buttons to select "PUNCH IN."

```
KR-01 1
J:160 PUNCH IN →
```

8. Press a Track button to specify the track for recording.

Performance data is recorded on tracks whose indicators are lit. Press the button of the track which you wish to re-record, and its indicator will begin blinking.

9. Press the Play button to begin playback.

Playback will begin.

10. When you wish to begin re-recording, press the pedal.

You will enter record mode, and your playing will be recorded.

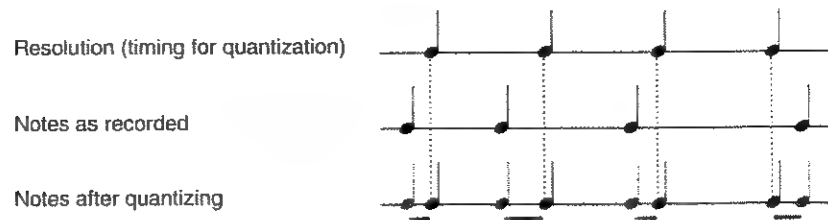
11. When you wish to stop re-recording, press the pedal again.

You will return to playback mode. If you wish to re-record another section, repeat steps 10 and 11.

12. To stop recording press the Stop button.

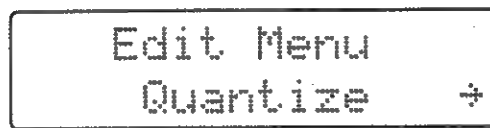
Correct inaccurate note timing (Quantize)

Quantize is a function that adjusts the timing of recorded notes to the nearest specified time interval. For example, if you intended to play quarter notes but the actual timing of the notes was slightly early or later, you could quantize the data at quarter-note (1/4) resolution to correct the timing of each note, as shown in the following diagram.



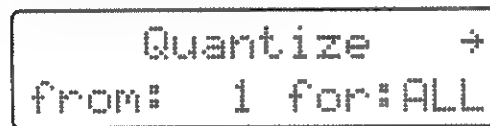
1. Press the Edit button to get the Edit Menu display.

If the lower line does not read "Quantize," use the Cursor buttons to select it.



2. Press the Enter button to get the Quantize display.

The track button indicators of tracks which contain performance data will blink, indicating that they are selected for quantizing.

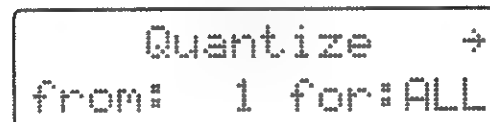


3. If you wish to quantize only one track, press that Track button.

Track button indicators of all tracks (other than the one you pressed) will change to being steadily lit, and only the track you specified will be selected for quantizing. If you wish to quantize other tracks, press their track buttons. When you press a blinking track button, it will return to its original setting.

4. Specify the area and resolution for quantization.

Use the Cursor buttons to select each item, and use the Value buttons to set the value.



Specify the area to be quantized (from: first measure, for: how many measures).

If you wish to quantize the entire track it is not necessary to change the setting.

If you wish to quantize only a specific area, specify the area. For example, if you wish to quantize measures 4—12, specify "from:4 for:9." If you wish to quantize all the way to the end, set "for:ALL."

← Quantize →
Resolution: 1/32

Specify the timing (resolution) to which the notes will be adjusted. This should be set to the shortest (or less than the shortest) note value which occurs in the performance data being quantized.

1/2		half-note	1/12		eighth-note triplet
1/4		quarter-note	1/16		sixteenth-note
1/6		quarter-note triplet	1/24		sixteenth-note triplet
1/8		eighth-note	1/32		thirty-second note

6. When you have finished making settings, use the Cursor buttons to get the following display.

← Quantize
Sure?Press ENTER

7. Press the Enter button to execute the Quantize operation.

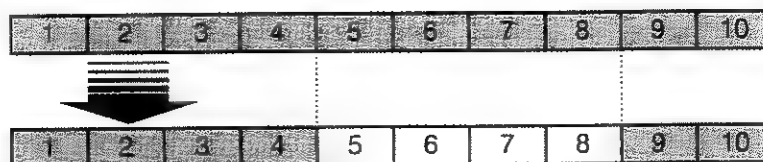
When the quantize operation has been completed, the basic display will reappear.

* To quit without quantizing, press the Exit button twice.

Erase performance data (Erase)

The Erase function erases the specified area of performance data, making it blank. You may think of this as using a pencil eraser to erase notes on music paper.

Example: erasing measures 5—8

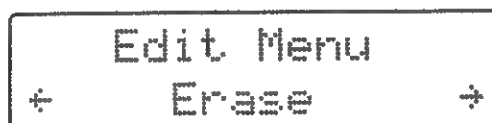


Note:

In the case of performance data which uses the Arranger function, accompaniment will continue uninterrupted even through measures which have been erased. If you wish to interrupt the accompaniment, use the Mix Recording function (p.58) to record a Break (p.76) at the beginning of the corresponding measure in the Arranger track. If you wish to have a blank section of two or more measures, record a Break at the beginning of each measure.

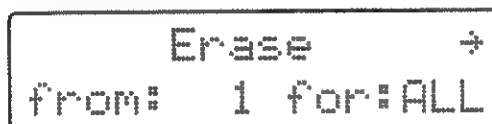
1. Press the Edit button to get the Edit menu display.

2. Use the Cursor buttons to select "Erase."



3. Press the Enter button to get the Erase display.

The track button indicators of tracks which contain performance data will blink, indicating that they are selected for erasing.

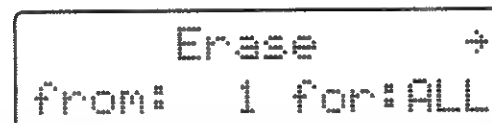


4. If you wish to erase only one track, press that Track button.

Track button indicators of all tracks (other than the one you pressed) will change to being steadily lit, and only the track you specified will be selected for erasing. If you wish to erase other tracks, press their track buttons. When you press a blinking track button, it will return to its original setting.

5. Specify the area and type of data to be erased.

Use the Cursor buttons to select each item, and use the Value buttons to set the value.



Specify the area to be erased (from: first measure, for: how many measures).

If you wish to erase the entire track it is not necessary to change the setting.

If you wish to erase only a specific area, specify the area. For example, if you wish to erase measures 4—12, specify "from:4 for:9." If you wish to erase all the way to the end, set "for:ALL."

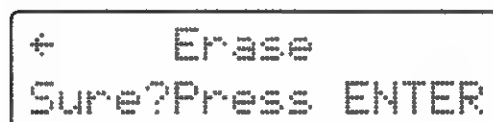


Select the type of data which will be erased. Normally you may leave the selection at "ALL." If you wish to erase only a specific type of data, specify it here.

ALL : all performance data
EXC.NOTE : data other than keyboard data (buttons, pitch bend wheel, and pedal operations)
DAMPER : damper pedal operations
P. BEND : pitch bend wheel operations
EXP. PEDAL : expression pedal operations (KR-5000 only)

* Even if you specify "EXP. PEDAL" as the data to be erased by this Erase function, the data will not be erased if the Expression Pedal Function setting (*p.76) has been set to "ALL" so that it controls the volume of all parts.

6. When you have finished making settings, use the Cursor buttons to get the following display.



7. Press the Enter button to execute the Erase operation.

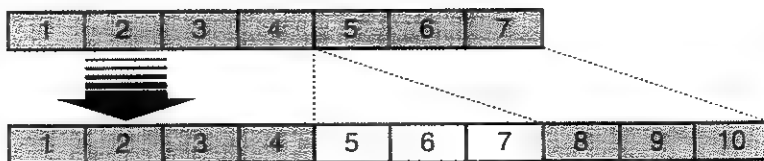
When the erase operation has been completed, the basic display will reappear.

* To quit without erasing, press the Exit button twice.

Insert blank measures (Insert)

The Insert function inserts blank measures at the specified location.

Example: insert three blank measures at measure 5.

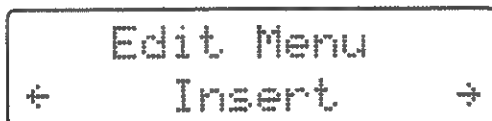


Note:

In the case of performance data which uses the Arranger function, accompaniment will continue uninterrupted even through blank measures which have been inserted. If you wish to interrupt the accompaniment, use the Mix Recording function (p.58) to record a Break (p.76) at the beginning of the corresponding measure in the Arranger track. If you wish to insert a blank section of two or more measures, record a Break at the beginning of each measure.

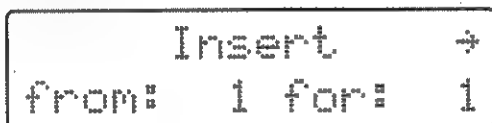
1. Press the Edit button to get the Edit menu display.

2. Use the Cursor buttons to select "Insert."



3. Press the Enter button to get the Insert display.

The track button indicators of tracks which contain performance data will blink, indicating that they are selected for inserting.



4. If you wish to insert blank measures into only one track, press that Track button.

Track button indicators of all tracks (other than the one you pressed) will change to being steadily lit, and only the track you specified will be selected for inserting. If you wish to insert blank measures into other tracks, press their track buttons. When you press a blinking track button, it will return to its original setting.

5. Specify the location and the number of measures to be inserted.

Use the Cursor buttons to select each item, and use the Value buttons to set the value. For example, if you wish to insert 1 blank measure at measure 4, set "from:4 for:1."

6. When you have finished making settings, use the Cursor buttons to get the following display.



7. Press the Enter button to execute the Insert operation.

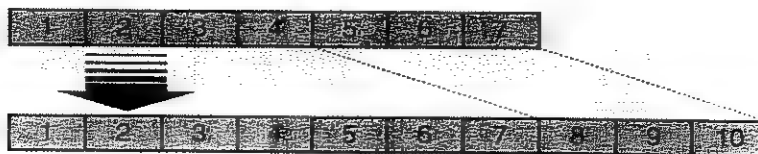
When the insert operation has been completed, the basic display will reappear.

* To quit without inserting, press the Exit button twice.

Copy performance data (Copy)

The copy function copies ■ specified section of performance data to another measure of the same track. This is useful when you wish to repeat a phrase.

Example: copy measures 5—7 to measure ■



* If performance data exists at the copy destination, it will be erased.

1. Press the Edit button to get the Edit menu display.
2. Use the Cursor buttons to select "Copy."

```

Edit Menu
+      Copy      +

```

3. Press the Enter button to get the Copy display.

The track button indicators of tracks which contain performance data will blink, indicating that they are selected for copying.

```

Copy      +
from: 1 for: ALL

```

4. If you wish to copy only one track, press that Track button.

Track button indicators of all tracks (other than the one you pressed) will change to being steadily lit, and only the track you specified will be selected for copying. If you wish to copy other tracks, press their track buttons. When you press a blinking track button, it will return to its original setting.

5. Specify the copy source and destination.

Use the Cursor buttons to select each item, and use the Value buttons to set the value.

```

Copy      +
from: 1 for: ALL

```

```

← Copy      +
to: :END

```

Specify the area to be copied (from: first measure, for: how many measures), and the copy destination measure (to). For example, if you wish to copy measures 4—12 to the end of the track, specify "from:4 for:9" / "to:END." If you wish to copy all the way to the end, set "for:ALL."

6. When you have finished making settings, use the Cursor buttons to get the following display.

```

← Copy
Sure?Press ENTER

```

7. Press the Enter button to execute the Copy operation.

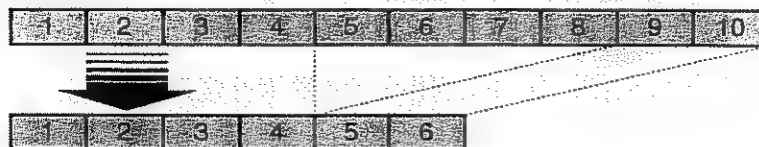
When the copy operation has been completed, the basic display will reappear.

* To quit without copying, press the Exit button twice.

Delete specified measures of performance data (Delete)

The Delete function deletes specified measures of performance data. Data following the deleted measures will be moved forward.

Example: delete measures 5—8



1. Press the Edit button to get the Edit menu.
2. Use the Cursor buttons to select "Delete."

```
      Edit Menu
+      Delete
```

3. Press the Enter button to get the Delete display.

The track button indicators of tracks which contain performance data will blink, indicating that they are selected for deletion.

```
      Delete →
from:  1 for: ALL
```

4. If you wish to delete blank measures into only one track, press that Track button.

Track button indicators of all tracks (other than the one you pressed) will change to being steadily lit, and only the track you specified will be selected for deletion. If you wish to delete blank measures from other tracks, press their track buttons. When you press a blinking track button, it will return to its original setting.

5. Specify the measures to be deleted.

Use the Cursor buttons to select each item, and use the Value buttons to set the value.

```
      Delete →
from:  1 for: ALL
```

Specify the area to be deleted (from: first measure, for: number of measures).

If you wish to delete the entire track there is no need to change the settings.

If you wish to delete only specified measures, specify the area. For example, if you wish to delete measures 4—12, specify "from:4 for:9." If you wish all the way to the end, set "for:ALL."

6. When you have finished making settings, use the Cursor buttons to get the following display.

```
←      Delete
Sure?Press ENTER
```

7. Press the Enter button to execute the Delete operation.

When the delete operation has been completed, the basic display will reappear.

* To quit without deleting, press the Exit button twice.

Modify the initial settings of the performance data

When performance data is first recorded, the settings at that time (such as tempo and Tones) are recorded as initial settings. To get the initial playback settings, you can hold down the Reset button and simultaneously press both the Tempo + and - buttons before playback. Here's how to modify the initial settings after they have been recorded.

1. While holding down the Reset button, simultaneously press both the Tempo + and - buttons to get the initial playback settings.

2. Use the panel buttons to make the desired settings.

** If you wish to modify Upper 2 settings (Tone, volume, etc.), press the Rec button and then press the Upper 2 button to make the button indicator blink. Now you can use the panel buttons to modify Upper 2 settings. When you finish making settings, press the Stop button.*

3. While holding the Rec button, press the Reset button to get the following display.



KR-01 1
Overwrite Setup?

4. If you wish to change the settings, press the Enter button.

After the settings have been rewritten, the basic display will reappear.

** To quit without overwriting the setup, press the Exit button.*

Erasing all data from a disk (Format)

The Format operation allows you to erase all data from a disk.

1. Insert the disk you wish to format into the disk drive.
2. Press the Utility button to get the Utility Menu display.
3. Use the Cursor buttons to select "Format Disk."

```
Utility Menu
← Format Disk →
```

4. Press the Enter button to get the Format Disk display.

```
Format Disk
Sure?Press ENTER
```

5. Press the Enter button to execute formatting.

Formatting will take about one minute, and then the basic display will reappear.

* To quit without formatting the disk, press the Exit button twice.

Erasing specified performance data from disk (Delete File)

This operation deletes a specified file of performance data from a disk.

1. Insert the disk containing the data you wish to delete into the disk drive.
2. Press the Utility button to get the Utility Menu display.
3. Use the Cursor buttons to select "Song."

```
Utility Menu
+      Song      +
```

4. Press the Enter button to get the Song Menu display.

If the lower line does not read "Delete File," use the Cursor buttons to select it.

```
Song Menu
Delete File  +
```

5. Press the Enter button to get the Delete File display.

```
KR-01      : 1
DeleteSure?
```

6. Use the Value buttons to select the performance data you wish to delete.
7. Press the Enter button to delete the performance data.

After the performance data is deleted, the basic display will reappear.

• To quit without deleting, press the Exit button three times.

Convert performance data to Standard MIDI File (Save As SMF)

Performance data recorded by the KR-4700/5000 can be played back only by the KR-4700/5000. In its original form it cannot be played back by other devices (sequencers and computers). If you wish to play back this data on other devices, you must convert it to Standard MIDI File data. To convert data to Standard MIDI File data, you must first read it into the KR-4700/5000 internal memory, and then save it as Standard MIDI File data.

- * It is not possible to save Standard MIDI File data on a disk that contains KR-4700/5000 performance data.
- * Performance data can be played back on any other GS sound module device. However depending on the GS sound module device you use, there may be an insufficient number of notes available, or the notes may be sounded differently.

1. If the performance data you wish to convert is on disk, load the data into internal memory (p.57).
2. Insert the disk on which the Standard MIDI File data will be saved.
3. Press the Utility button to get the Utility Menu display.
4. Use the Cursor buttons to select "Song."

```
Utility Menu
+      Song      +
```

5. Press the Enter button to get the Song Menu display.
6. Use the Cursor buttons to select "Save as SMF."

```
Song Menu
+ Save as SMF
```

7. Press the Enter button to get the Save as SMF display.

```
KR-01      : 1
J:160 Save  Sure?
```

8. Press the Enter button to execute conversion.

When conversion is completed, the basic display will reappear.

- * If the amount of performance data is large, converting can take a bit of time.
- * To quit without converting, press the Exit button three times.
- * In order to distinguish the data saved on disk from the performance data before conversion, an asterisk "*" will be added at the end of the name.
- * If the disk contains song data with an identical name, the following message will appear. If you wish to overwrite the existing data, press the Enter button. If you wish to save the new data separately (i.e. preserve the existing data), press the Exit button to cancel the save operation, change the name of the song data, and then save it.

```
KR-01      *: 1
J:160 Overwrite ?
```

Chapter 5. Various function settings

Adjust the volume balance

You can adjust the volume of each Part to achieve the ideal volume balance. Use the Part Balance buttons to adjust the volume of each Part.

* These settings will reset to their initial values when the power is turned off. If you wish to keep your settings, register them as a User Program.

Adjust the volume (0—10) of each Part using its pair of buttons.

The ► button increases the volume, and the ◀ button decreases the volume. When you adjust the volume, the volume of the Part being adjusted will be displayed both as a number and graphically.



The Upper, Lower, and Accomp buttons respectively change the volumes of the Upper Tone, the Lower Tone, and the Accompaniment.

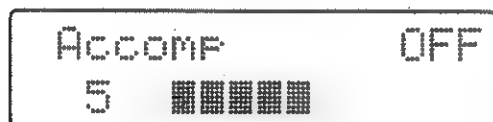
The Bass buttons adjust the Manual Bass Tone volume when the Manual Bass On/Off button is lit, and adjust the accompaniment bass volume when it is dark.

The Drums buttons adjust the Manual Drums volume when the Keyboard Mode Manual Drums button is lit, and adjust the accompaniment drums volume when it is dark.

● Silence specified Parts (Mute)

If you wish to mute (silence) a specific Part, simultaneously press the ◀ and ► buttons for that Part.

The display will indicate "OFF." Press both buttons again to un-mute the Part.



Reverb effect settings

Reverb is an effect which adds the reverberation that occurs when music is played in a concert hall or other room. The effect will be applied to all Parts.

● Reverb on/off

Each time you press the Reverb button the effect will be turned on or off.

* When the power is turned on, reverb will always be on.

● Adjusting the reverb effect (Type and Depth)

You can select from the following Types of reverb:

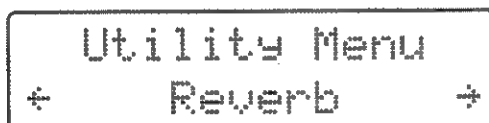
ROOM 1 : reverberation of a meeting room
ROOM 2 : reverberation of a club
ROOM 3 : reverberation of a large room
HALL 1 : reverberation of a small hall
HALL 2 : reverberation of a large hall
PLATE : bright metallic reverberation
DELAY : repeated echoes
PAN DELAY : delays alternating between left and right speakers

The reverb depth can be adjusted independently (0—10) for each of the following Parts:

Upper, Lower, Accomp (entire accompaniment), A.Bass (accompaniment bass),
A.Drums (accompaniment drums), M.Bass (manual bass), M.Drums (manual drums).

* These settings will be reset to their initial values when the power is turned off. If you wish to keep your settings, register them as a User Program.

1. Press the Utility button to get the Utility Menu display.
2. Use the Cursor buttons to select "Reverb."



```
Utility Menu
+   Reverb   +
```

3. Press the Enter button to get the Reverb display.
4. Make settings for the reverb effect.

Use the Cursor buttons to select the item, and use the Value buttons to set the value.



```
Reverb Type      Reverb Depth
  HALL 1  →    +Upper : 3 +
```

If the settings are not modified for a time, the basic display will reappear automatically.

Chorus effect settings

Chorus is an effect which adds spaciousness and depth to the sound.

● Chorus on/off

The chorus effect applies to the Upper, Lower, and Manual Bass Parts. Chorus can be turned on/off individually for the Tone selected for each Part.

For example, chorus can be turned on for the E.Organ selected for the upper Part, and off for the E.Organ selected for the lower Part. In this way, chorus settings can be independent even for the same Tone used by more than one Part.

** These settings are retained in memory even if the power is turned off.*

1. Use the Upper/Lower/Manual Bass buttons to select a Part.
2. Use the Tone buttons to select the Tone to which you wish to apply the Chorus effect.

If chorus is on for the selected Tone, the Chorus button will light.

3. Press the Chorus button to turn chorus on (lit) or off (dark).

● Select the type of Chorus effect

You can select from the following types of chorus effect. Tones for which chorus is turned on will all use the same type of chorus.

- CHORUS 1 : slow and shallow chorus
- CHORUS 2 : slow and deep chorus
- CHORUS 3 : rapid and shallow chorus
- CHORUS 4 : rapid and deep chorus

** This setting will be reset to the initial value when the power is turned off. If you wish to keep your setting, register it as a User Program.*

1. Press the Utility button to get the Utility Menu display.
2. Use the Cursor buttons to select "Chorus."



3. Press the Enter button to get the Chorus display.
4. Use the Value buttons to select the Chorus Type.



If the settings are not modified for a time, the basic display will reappear automatically.

Transpose the pitch (Transpose)

The Transpose function allows you to change the pitch produced by the keyboard. For example, if a song happened to be in a difficult key, you might use the Transpose function to play it with easier fingering. Or conversely, you could change the pitch without changing the fingering. It is also possible to transpose the playback of recorded performance data.

The Transpose function can be used in one of two ways: "All" or "Key." Use the type appropriate for your situation.

All:

The keyboard and playback will be transposed together.

Use this setting when you wish to transpose the playback to match your voice range.

Key:

The keyboard will be transposed, but not the playback.

Use this setting when you wish to use an easier fingering to play along with a song that was recorded in a difficult key, or when you wish to use an easier fingering to record a song in a difficult key. This setting can also be used when you use the keyboard to play or record sheet music for a transposing instrument in the correct pitch.

- * When you record your keyboard playing with a setting of "Key," the transposed notes will be recorded. However, with a setting of "All," the untransposed notes will be recorded.
- * This setting will be reset to the initial value when the power is turned off. If you wish to keep your setting, register it as a User Program.

1. Press the Transpose button to get the Transpose display.

2. Specify the Transpose settings.

Use the Cursor buttons to select "All" or "Key," and use the Value buttons to specify the value (semi-tone steps: -4 (A) — +7 (G)).



When a value other than "0 (C)" has been set, the Transpose button will light. If the settings are not modified for a time, the basic display will reappear automatically.

- * The Transpose setting which is displayed is the one which will be used.

To reset the value to its initial setting, simultaneously press the Value + and - buttons while in the Transpose display.

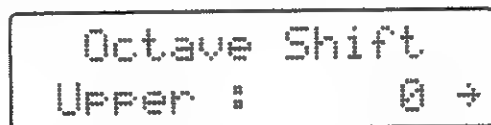
- * Instead of using the Value buttons, you can also hold the Transpose button and press the appropriate note of the keyboard to set the value.

Shift the pitch by octaves (Octave Shift)

The Octave Shift function changes the pitch in units of one octave. This function can be specified for each Tone that can be selected for Upper, Lower, and Manual Bass. For example, you can set an Octave Shift of "0" for the E.Organ Tone selected for the upper Part, and an Octave Shift of "+1" (one octave up) for the E.Organ Tone selected for the lower Part. In this way, octave shift settings can be independent even for the same Tone used by more than one Part.

* This setting is retained in memory even if the power is turned off.

1. For each Part, select the Tone you wish to Octave Shift.
2. Press the Oct Shift button to get the Octave Shift display.
3. Use the Cursor buttons to select the Part you wish to octave shift.



4. Use the Value buttons to specify the amount (+/- 2 octaves) of shift.

When a value other than "0" is selected for a Part played by the keyboard, the Oct Shift button will light.

If the settings are not modified for ■ time, the basic display will reappear automatically.

Change the function of the pedals

You can change the function of the left and center pedals. Select the functions most useful for your needs.

- * *These settings will reset to their initial values when the power is turned off. If you wish to keep your settings, register them as a User Program.*
- * *When you press the Piano button, the left pedal will be the Soft pedal and the center pedal will be the Sostenuto pedal regardless of the settings made here. If you then select a keyboard mode that allows Style performance, the pedal settings will return to the functions you specified here.*
- * *It is not possible to set the left and center pedals to the same function.*

SOFT (left pedal only):

Soft pedal.

SOSTENUTO (center pedal only):

Sostenuto pedal.

FILL IN TO VAR.:

The pedal will act as the Fill In "To Variation" button.

FILL IN TO ORIG.:

The pedal will act as the Fill In "To Original" button.

BREAK:

When you press the pedal during Style performance, the accompaniment will pause for just one measure.

ADVANCED/BASIC:

The pedal will act as the Arrangement "Advanced" button.

FADE IN/OUT:

This allows you to start the accompaniment with a fade-in (the volume gradually becomes louder) or end the accompaniment with a fade-out (the volume gradually becomes softer).

If you wish to start the accompaniment with a fade-in, first press the pedal to make the Start/Stop button indicator blink while Style performance is still stopped. Then use the normal procedure to start Style performance.

To fade out, press the pedal during Style performance. When the fade-out is complete, the Start/Stop button indicator will blink. Accompaniment will not stop even after the fade-out. When you no longer hear the sound, press the Start/Stop button. During a Style performance, fade-in and fade-out will be repeated each time you press the pedal.

LEADING BASS:

The Leading Bass function will be active only while you are pressing the pedal.

PUNCH IN/OUT:

You can press the pedal to specify the area for punch-in recording (p.58).

DAMPER OF LOWER:

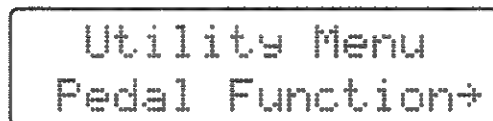
The lower area will be sustained while the pedal is pressed.

For the KR-5000, an expression pedal (sold separately) can be connected to the Expression connector so that you can control the volume with your foot. Normally, this will control the volume of all Parts, but you can also specify that it control only a specific Part.

ALL (all Parts)
UPPER (upper)
LOWER (lower)
M.BASS (manual bass)
M.DRUMS (manual drums)

1. Press the Utility button to get the Utility Menu display.

If the lower line does not read "Pedal Function," use the Cursor buttons to select it.

A rectangular display box with a black border. The text inside is in a monospaced font. The top line reads "Utility Menu" and the bottom line reads "Pedal Function" followed by a right-pointing arrow.

2. Press the Enter button to get the Pedal Function display.

A rectangular display box with a black border. The text inside is in a monospaced font. The top line reads "Left Pedal" followed by a right-pointing arrow. The bottom line reads "SOFT".

3. Use the Cursor buttons to select Pedal, and use the Value buttons to set the pedal function.

If the settings are not modified for a time, the basic display will reappear automatically.

Pitch Bend Wheel settings

You can specify the maximum pitch change (range) produced by the pitch bend wheel. When the power is turned on, the pitch bend wheel will affect only the upper Part, but you can also specify that it affect the lower Part and the manual bass Part as well.

- * These settings will be reset to the initial values when the power is turned off. If you wish to keep your settings, register them as a User Program.
- * It is not possible to change the settings for the Manual Drum Part (range: 1 octave, on).

1. Press the Utility button to get the Utility Menu display.
2. Use the Cursor buttons to select "Pitch Bend."

```
Utility Menu
← Pitch Bend →
```

3. Press the Enter button to get the Pitch Bend display.
4. Use the Cursor buttons to select the item, and use the Value buttons to specify the value.

There are two items to set: the range, and the Parts which will be affected by the pitch bend wheel. Range can be set to a value 0--12 (semitone steps; maximum of 1 octave). Specify "ON" for the Parts you want to be affected by the pitch bend wheel.

```
Pitch Bend      Pitch Bend
Range :         2 ←  ←Upper :      ON →
```

If the settings are not modified for a time, the basic display will reappear automatically.

Adjust the keyboard response (Keyboard Sensitivity)

The keyboard sensitivity can be set to one of the following three levels:

Light:

The dynamic range will be narrower than usual, so that even a light touch will produce fortissimo notes. This setting is suitable for sustained sounds such as organ or strings.

Medium:

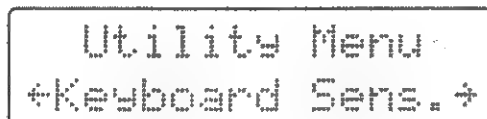
This is the normal setting. The keyboard sensitivity will be closest to an acoustic piano.

Heavy:

The dynamic range will be wider than usual, so that fortissimo will be produced only for strongly played notes. Use this setting when you want your playing to have as much dynamic expressiveness as possible.

** This setting is retained in memory even if the power is turned off.*

1. Press the Utility button to get the Utility Menu display.
2. Use the Cursor buttons to select "Keyboard Sens."



A rectangular display box with a black border. Inside, the text "Utility Menu" is on the top line and "←Keyboard Sens.→" is on the bottom line, both in a pixelated font.

3. Press the Enter button to get the Keyboard Sens. display.
4. Use the Value buttons to specify the sensitivity.



A rectangular display box with a black border. Inside, the text "Keyboard Sens." is on the top line and "MEDIUM" is on the bottom line, both in a pixelated font.

If the setting is not modified for a time, the basic display will reappear automatically.

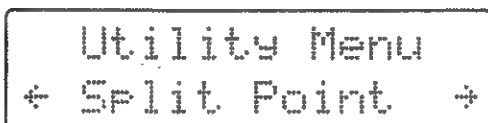
Change the Split Point

The Split Point can be set independently for each of the Split and Split Arranger keyboard modes. There are two ways to set the Split Point.

* These settings will be reset to their initial values when the power is turned off. If you wish to keep your settings, register them as a User Program.

● In the Utility display

1. Press the Utility button to get the Utility Menu display.
2. Use the Cursor buttons to select "Split Point."



Utility Menu
← Split Point →

3. Press the Enter button to get the Split point display.
4. Use the Cursor buttons to select the keyboard mode, and use the Value buttons to set the Split Point.



Split Point → ←Arr Split Point
Ab3 Ab3

If the setting is not modified for a time, the basic display will reappear automatically.

* If you simultaneously press the Value + and - buttons, the Split Point will be reset to A3.

● Using the Keyboard Mode buttons

1. Select either Split Arranger or Split keyboard mode.
2. Hold down the button of the keyboard mode whose Split Point you wish to change (the Split Arranger button or the Split button), and press a note on the keyboard.

The Split Point display of the specified keyboard mode will appear.

If the setting is not modified for a time, the basic display will reappear automatically.

Chord Hold on/off

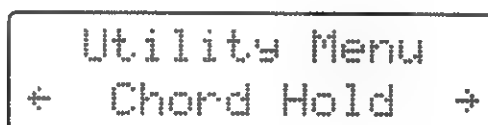
Chord Hold is a function used in Style performance.

When Chord Hold is on, chords you play in the lower area will be sustained and the accompaniment continued even if you release the keys. If Chord Hold is off, the accompaniment will be paused when you take your hand off the lower area.

Normally this function will be left on, so that you can use your left hand to change panel settings during Style performance without interrupting the accompaniment.

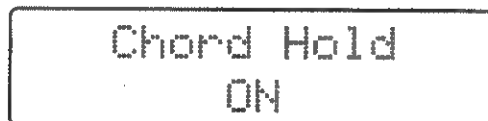
* This setting will be reset to On when the power is turned off. In some cases, changing the keyboard mode will also reset it to On. If you wish to leave it off, register it as a User Program.

1. Make sure that the keyboard mode is either Split Arranger or Piano Style Arranger.
2. Press the Utility button to get the Utility Menu display.
3. Use the Cursor buttons to select "Chord Hold."



A rectangular LCD display showing the text "Utility Menu" on the top line and "← Chord Hold →" on the bottom line. The text is in a pixelated font.

4. Press the Enter button to get the Chord Hold display.
5. Use the Value buttons to turn the setting on or off.



A rectangular LCD display showing the text "Chord Hold" on the top line and "ON" on the bottom line. The text is in a pixelated font.

If the setting is not modified for a time, the basic display will reappear automatically.


Save User Programs on disk

Eight User Programs can be saved in the KR-4700/5000, and these eight programs can be saved to disk as one set. If you wish to use User Programs that have been saved to disk, you must load them into internal memory.

● Saving User Programs (Save)

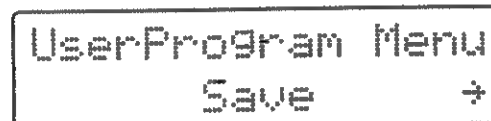
The disk on which the User Programs are to be saved must be formatted by the KR-4700/5000. You may also use a disk that contains KR-4700/5000 performance data or Standard MIDI File data.

1. Insert the disk on which you wish to store the User Programs into the disk drive.
2. Press the Utility button to get the Utility Menu display.
3. Use the Cursor buttons to select "User Program."



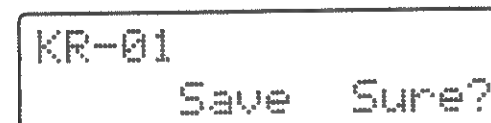
A rectangular display box with a black border. The top line shows "Utility Menu" and the bottom line shows "← User Program →".

4. Press the Enter button to get the User Program Menu display.
If the lower line does not read "Save," use the Cursor buttons to select it.



A rectangular display box with a black border. The top line shows "UserProgram Menu" and the bottom line shows "Save →".

5. Press the Enter button to get the Save display.



A rectangular display box with a black border. The top line shows "KR-01" and the bottom line shows "Save Sure?".

6. Assign a name for the User Programs.

The procedure is the same as when assigning a name to performance data (p.48).

7. After you have assigned a name, press the Enter button to execute the Save operation.

When saving is complete, the basic display will reappear.

* To quit without saving, press the Exit button three times.

● Loading User Programs (Load)

When you wish to use User Programs that have been saved to disk, you must load them into internal memory using the following procedure.

Remember that this will overwrite the User Program data that is already in internal memory. If you wish to keep this data, save it to disk first.

1. Insert the disk containing the User Programs you wish to load into the disk drive.
2. Press the Utility button to get the Utility Menu display.
3. Use the Cursor buttons to select "User Program."

```
Utility Menu
÷ User Program ÷
```

4. Press the Enter button to get the User Program Menu display.
5. Use the Cursor buttons to select "Load."

```
UserProgram Menu
÷ Load ÷
```

6. Press the Enter button to get the Load display.

```
KR-01 : 1
Load Sure?
```

7. Use the Value buttons to select the desired set of User Programs.
8. Press the Enter button to execute the Load operation.

When loading is complete, the basic display will reappear.

* To quit without loading, press the Exit button three times.

● Deleting User Programs from disk (Delete)

This operation deletes a specified file of User Programs from disk.

1. Insert the disk containing the User Programs you wish to delete into the disk drive.
2. Press the Utility button to get the Utility Menu.
3. Use the Cursor buttons to select "User Program."

```
Utility Menu
+ User Program +
```

4. Press the Enter button to get the User Program Menu display.
5. Use the Cursor buttons to select "Delete File."

```
UserProgram Menu
+ Delete File
```

6. Press the Enter button to get the Delete File display.

```
KR-01          : 1
DeleteSure?
```

7. Use the Value buttons to select the set of User Programs you wish to delete.
 8. Press the Enter button to execute the Delete operation.
- When deletion is complete, the basic display will reappear.


* To quit without deleting, press the Exit button three times.

Adjust the volume of the metronome

The volume of the metronome can be adjusted as follows.

* *This setting is retained in memory even if the power is turned off.*

1. Press the Utility button to get the Utility Menu display.
2. Use the Cursor buttons to select "Metronome Level."



A rectangular display box with a black border. Inside, the text "Utility Menu" is on the top line and "←MetronomeLevel→" is on the bottom line. The text is in a monospaced font.

3. Press the Enter button to get the Metronome Level display.



A rectangular display box with a black border. Inside, the text "MetronomeLevel" is on the top line and "5" is on the bottom line. The text is in a monospaced font.

4. Use the Value buttons to adjust the volume (0—10).

If the setting is not modified for a time, the basic display will reappear automatically.

Adjust the display contrast

The contrast of the LCD display screen can be adjusted as follows.

** This setting is retained in memory even if the power is turned off.*

1. Press the Utility button to get the Utility Menu display.
2. Use the Cursor buttons to select "LCD Contrast."



Utility Menu
← LCD Contrast →

3. Press the Enter button to get the LCD Contrast display.
4. Use the Value buttons to adjust the contrast (1—10).



LCD Contrast
4

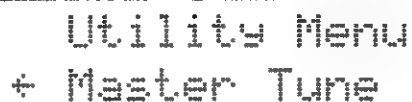
If the setting is not modified for a time, the basic display will reappear automatically.

Adjust the tuning

The tuning of the entire KR-4700/5000 can be adjusted as follows. Use this function to adjust the tuning when you will be performing with other instruments.

* This setting is retained in memory even if the power is turned off.

1. Press the Utility button to get the Utility Menu display.
2. Use the Cursor buttons to select "Master Tune."



A rectangular LCD display showing the text "Utility Menu" on the top line and "+ Master Tune" on the bottom line. The text is in a pixelated font.

3. Press the Enter button to get the Master Tune display.
4. Use the Value buttons to adjust the tuning (415.3—466.2 Hz, 0.1 Hz units).



A rectangular LCD display showing the text "Master Tune" on the top line and "440.0 Hz" on the bottom line. The text is in a pixelated font.

If the setting is not modified for a time, the basic display will reappear automatically.

* If you simultaneously press the Value + and - buttons, the standard tuning (A4 = 440 Hz) will be reset.

Restoring the factory settings

The following procedure will reset all memory data of the KR-4700/5000 to the original factory settings.

** Before you perform this operation, make sure that there is no disk in the disk drive.*

While holding down the Edit button, simultaneously press the Load button and the Save button; the factory setup will be loaded.

The following display will appear for a time, and then the basic display will reappear.



Factory Setup
is Loaded.

Chapter 6. Appendices

Troubleshooting

- **Power does not come on when the Power switch is pressed.**
 - The power cable is not connected correctly (p.13).
- **No sound.**
 - The Volume slider is turned down.
 - Headphones are connected.
 - Volume has been turned down or turned "OFF" (muted) with the Part Balance buttons (p.71).
 - For the KR-5000, make sure that the speaker cable of the stand (KRS-5000) is connected correctly. (p.106)
- **Melody notes drop out.**
 - The KR-4700/5000 can produce up to 28 notes simultaneously. During a Style performance or when playing back performance data, this number may be exceeded. If this happens, notes will be dropped.
- **Pedals do not work.**
 - The pedal cable is not connected correctly (p.105, 106).
- **Cannot select the desired Tone or Music Style.**
 - The method of selecting Tones or Music Styles is different depending on whether you are in Standard mode or in Expansion mode. Make sure that you are in the appropriate mode to select the Tone or Music Style you want. (Tones: (p.17), Music Styles: (p.22))
 - User Program is turned On when a Music Style is not selected (p.42).
- **Keys in the lower area do not produce sound.**
 - The Part volume has been turned down or "OFF" (muted) with the Part Balance buttons (p.71).
 - During Style performance, Sync is off (p.34).
 - When a split keyboard mode is selected, the Lower On/Off button and Manual Bass On/Off button indicators are dark (p.37,38).
 - When layer and split keyboard modes are selected simultaneously, the Manual Bass On/Off button indicator is dark (p.38).
- **During Style performance, releasing the lower keyboard area makes the percussion instruments play alone.**
 - Chord Hold is turned off (p.81).
- **During Style performance, releasing the lower keyboard area makes the accompaniment stop.**
 - Sync Intelligence is turned on (p.34).
- **When the lower keyboard area is released, notes continue sounding.**
 - Lower Hold is turned on (p.32).
- **Two or more notes sound when just one key is pressed.**
 - Melody Intelligence is turned on (p.33).
 - Chord Intelligence is turned on (p.30).

● **Sounds are played together.**

- The Keyboard Mode is set to Layer. (§p.37)

● **The Music Style sounds wrong.**

- Notes in the chord are not being played at the same time.
- Chord Intelligence may be off (when you assumed it was on) and you failed to play complete chords. (§p.30)

● **Pitch is incorrect.**

- Transpose is being used (§p.74).
- Tuning is incorrect (§p.87).

● **When a recorded Style performance is played back from the middle, the accompaniment is silent for a time.**

- Each accompaniment phrase is played in blocks of several measures. If playback begins from the middle of a block, the accompaniment will be silent until the beginning of the next block.

● **Drums do not sound during Style performance**

- The Original accompaniment in Music Style "B-1 Pop" ("84 Pop4" in Style Expansion mode) does not contain any percussion sounds.

● **After playing back performance data, the sounds appear to be different.**

- When you play the keyboard after playing back performance data other than that of the KR-4700/5000 itself, the performance data which was played back may affect the way the Tones sound, etc. Refer to < After playback ends > (§p.51) for the appropriate action.

Display messages

When a message appears in the display, refer to this list and take the appropriate action. Messages are listed here in alphabetical order.

Beat Mismatch:
SelectOtherStyle

Cause:

You selected a Music Style with a different time signature.

Action:

It is not possible to change to a Music Style with a different time signature. Select a Music Style with the same time signature.

Can't Save:
Insert OtherDisk

Cause:

You attempted to save KR-4700/5000 performance data on a disk containing Standard MIDI File data. Or, vice versa.

Action:

Press the Exit button, and then insert a new disk or a disk containing the same type of performance data.

CurrentSong will
be erased. Sure?

Cause:

This operation requires that the performance data in internal memory be erased. Is it ok to erase the performance data from internal memory?

Action:

If it is ok to erase the data, press the Enter button. If you do not wish to erase the data, press the Exit button, and then save the data to disk.

Data is
Protected.

Cause:

There are various restrictions on handling data other than KR-4700/5000 performance data, and this display indicates that the attempted operation is not possible.

SMF Music Data (format 1) cannot be loaded into internal memory.

SMF Music Data (format 0) and **ism music data** can be loaded into internal memory. However, the performance data cannot be edited other than by Replace Recording the upper performance on track 1.

Action:

Press the Exit button to cancel the operation.

Disk is NotReady
Insert Disk.

Cause:

There is no disk in the disk drive.

Action:

Press the Exit button, and insert a disk into the disk drive.

Disk is
Protected.

Cause:

The disk write protect tab is in the Protect position.

Action:

Move the disk write protect tab to the Write position.

Disk Memory
is Full.

Cause:

The disk is full, and cannot store any more data.

Action:

Press the Exit button. Then either use another disk, or delete unneeded data from the disk.

Disk or Data
Write Protected

Cause:

- This disk is a master disk (a disk on which data cannot be over-written). Data cannot be stored on this disk.
- The performance data you attempted to save contains data which prohibits illegal copying. This performance data cannot be saved to disk.

Action:

Press the Exit button to cancel the operation. If the disk was a master disk, exchange it for a different disk and save the data.

Disk Problem
has occurred.

Cause:

Disk data could not be successfully processed.

Action:

Press the Exit button, and then re-insert the disk (or exchange the disk) and try the operation once again.

FunctionInactive
during Playback

Situation:

When playing back performance data other than that of the KR-4700/5000 itself, you pressed a non-functioning button.

Improper Card:
Insert OtherCard

Cause:

This card cannot be used by the KR-4700/5000.

Action:

Press the Exit button, and insert an appropriate Music Style card (TN-SC2 series).

Improper Disk:
FormatSure?ENTER

Cause:

This disk has been used by another device.

Action:

If you wish to format the disk, press the Enter button.
If you wish to insert a different disk, press the Exit button to cancel the operation.

Internal Memory
Near Limit

Situation:

This message warns that the internal memory is nearly full, and that you will soon be unable to continue recording.

Internal Memory
is Full.

Cause:

Internal memory is full and recording or loading has been stopped.

Action:

Press the Exit button.

No Memory
Backup



Factory Setup
is Loaded.

Cause:

Since the power was not turned on for approximately 1 month, the settings in internal memory (User Programs, etc.) were lost.

Action:

The factory settings will automatically be restored, and then the basic display will reappear.

No Song Data

Cause:

Since internal memory does not contain performance data, the operation is not possible.

Action:

Press the Exit button.

No Song File:
Insert OtherDisk

Cause:

The disk does not contain performance data.

Action:

Press the Exit button, insert a disk which contains performance data, and retry the operation.

No UserProg File
Insert OtherDisk

Cause:

The disk does not contain User Program data.

Action:

Press the Exit button, insert a disk which contains User Program data, and retry the operation.

KR-01 : 1
#160 Overwrite ?

Cause:

Data with the same name exists on the disk.

Action:

If you wish to overwrite the old data (i.e., replace it with the new), press the Enter button. If you wish to save it separately, press the Exit button, change the name (*p.48), and then save it.

KR-01 : 1
Overwrite ?

Recording Track
is not Selected.

Cause:

You have not selected a track to re-record.

Action:

Press the Exit button, and then specify the track to re-record.

This Data Can't
be Saved as SMF.

Cause:

This performance data cannot be converted into a Standard MIDI File.

Action:

Press the Exit button to cancel the operation.

Unformatted Disk
FormatSure?ENTER

Cause:

This is a new disk which has not been formatted.

Action:

If you wish to format the disk press the Enter button. If you do not wish to format the disk press the Exit button, and then remove the disk.

Tone list

* Some Tones are present in both the Tone Standard mode and Tone Expansion modes. These overlapping Tones are indicated in parentheses ().

● Tone Standard mode

Group A

A-1	Piano 1
A-2	Piano 2
A-3	Harpsi
A-4	E.Piano 1
A-5	E.Piano 2
A-6	Vibes
A-7	E.Organ
A-8	Pipe Organ (A34)

Group B

B-1	Strings (A71)
B-2	Choir
B-3	Brass
B-4	Sax (B12)
B-5	Flute (B22)
B-6	A.Guitar
B-7	E.Guitar (A43)
B-8	Fantasia (B41)

● Tone Expansion mode

Piano

A11	Piano 1
A12	Piano 2
A13	Piano 3
A14	Honky-Tonk
A15	E. Piano 1
A16	E. Piano 2
A17	Harpsichord
A18	Clav.

Chromatic Perc

A21	Celesta
A22	Glockenspiel
A23	Music Box
A24	Vibraphone
A25	Marimba
A26	Xylophone
A27	Tubular-Bell
A28	Santur

Organ

A31	Organ 1
A32	Organ 2
A33	Organ 3
A34	Pipe Organ (A-8)
A35	Reed Organ
A36	Accordion Fr
A37	Harmonica
A38	Bandneon

Guitar

A41	Nylon-str. Gt.
A42	Steel-str. Gt.
A43	E.Guitar (B-7)
A44	Clean Gt.
A45	Muted Gt.
A46	Overdrive Gt.
A47	Distortion Gt.
A48	Gt. Harmonics

Bass

A51	Wood Bass
A52	Fingered Bs.
A53	Picked Bs.
A54	Fretless Bs.
A55	Slap Bass 1
A56	Slap Bass 2
A57	Synth Bass 1
A58	Synth Bass 2

Strings / Orchestra

A61	Violin
A62	Viola
A63	Cello
A64	Contrabass
A65	Tremolo Str.
A66	Pizzicato Str.
A67	Harp
A68	Timpani

Ensemble

A71	Strings (B-1)
A72	Slow Strings
A73	Syn. Strings 1
A74	Syn. Strings 2
A75	Choir Aahs
A76	Voice Oohs
A77	SynVox
A78	Orchestra Hit

Brass

A81	Trumpet
A82	Trombone
A83	Tuba
A84	Muted Trumpet
A85	French Horn
A86	Brass 1
A87	Synth Brass 1
A88	Synth Brass 2

Reed

B11	Soprano Sax
B12	Sax (B-4)
B13	Tenor Sax
B14	Baritone Sax
B15	Oboe
B16	English Horn
B17	Bassoon
B18	Clarinet

Pipe

B21	Piccolo
B22	Flute (B-5)
B23	Recorder
B24	Pan Flute
B25	Bottle Blow
B26	Shakuhachi
B27	Whistle
B28	Ocarina

Synth Lead

B31	Square Wave
B32	Saw Wave
B33	Syn. Calliope
B34	Chiffer Lead
B35	Charang
B36	Solo Vox
B37	5th Saw Wave
B38	Bass & Lead

Synth Pad

B41	Fantasia (B-8)
B42	Warm Pad
B43	Polysynth
B44	Space Voice
B45	Bowed Glass
B46	Metal Pad
B47	Halo Pad
B48	Sweep Pad

Synth SFX

B51	Ice Rain
B52	Soundtrack
B53	Crystal
B54	Atmosphere
B55	Brightness
B56	Goblin
B57	Echo Drops
B58	Star Theme

Ethnic

B61	Sitar
B62	Banjo
B63	Shamisen
B64	Koto
B65	Kalimba
B66	Bag Pipe
B67	Fiddle
B68	Shanai

Percussive

B71	Tinkle Bell
B72	Agogo
B73	Steel Drums
B74	Woodblock
B75	Taiko
B76	Melo. Tom 1
B77	Synth Drum
B78	Reverse Cym.

SFX

B81	Gt. Fret Noise
B82	Breath Noise
B83	Seashore
B84	Bird
B85	Telephone 1
B86	Helicopter
B87	Applause
B88	Gun Shot

Music Style list

* Some Music Styles are present in both the Music Style Standard mode and Music Style Expansion modes. These overlapping Music Styles are indicated in parentheses ().

● Music Style Standard mode

Group A

Music Style	Beat	Tempo	Intro (measures)	Ending (measures)	Upper Tone (Split Arranger mode)
A-1 Big Band	4/4	160	5	5	A-1 Piano 1
A-2 Rock	4/4	102	4	5	A-1 Piano 1
A-3 Swing	4/4	176	8	2	A-6 Vibes
A-4 Country	4/4	125	8	2	A37 Harmonica
A-5 Charleston	4/4	212	4	4	B18 Clarinet
A-6 Dance (15)	4/4	120	4	4	B33 Syn. Calliope
A-7 Funk (16)	4/4	112	4	3	A33 Organ 3
A-8 Gospel	6/4	152	4	4	A33 Organ 3

Group B

Music Style	Beat	Tempo	Intro (measures)	Ending (measures)	Upper Tone (Split Arranger mode)
B-1 Pop (84)	4/4	54	2	2	A-1 Piano 1
B-2 8 Beat (21)	4/4	64	1	2	A-1 Piano 1
B-3 16 Beat (25)	4/4	82	4	3	A-4 E.Piano 1
B-4 Slow Rock	4/4	60	1	2	A-1 Piano 1
B-5 Bossa Nova	4/4	140	8	8	B-5 Flute
B-6 Rhumba (56)	4/4	120	2	4	A-6 Vibes
B-7 March	4/4	120	2	2	A82 Trombone
B-8 Slow Waltz	3/4	75	4	5	A-1 Piano 1

* The Original accompaniment in B-1 "Pop (84)" does not contain any percussion sounds.

● Music Style Expansion mode

Group A

Music Style	Beat	Tempo	Intro (measures)	Ending (measures)	Upper Tone (Split Arranger mode)
11 Rock	4/4	114	4	5	A33 Organ 3
12 Rock 2	4/4	118	2	3	A46 Overdrive Gt.
13 Rap	4/4	110	4	2	A13 Piano 3
14 House	4/4	120	4	3	B32 Saw Wave
15 Dance (A-6)	4/4	120	4	4	B33 Syn. Calliope
16 Funk (A-7)	4/4	112	4	3	A33 Organ 3
17 Funk 2	4/4	96	4	3	A87 Synth Brass 1
18 Fusion	4/4	127	3	2	B-7 E.Guitar
21 8 Beat 1 (B-2)	4/4	64	1	2	A-1 Piano 1
22 8 Beat 2	4/4	60	1	4	B-6 A. Guitar
23 8 Beat 3	4/4	80	2	4	B-7 E.Guitar
24 8 Beat 4	4/4	68	3	4	A-5 E.Piano 2
25 16 Beat (B-3)	4/4	82	4	3	A-4 E.Piano 1
26 16 Beat 2	4/4	74	1	4	B-6 A.Guitar
27 16 Beat 3	4/4	100	4	6	A12 Piano 2
28 16 Beat 4	4/4	80	1	3	A33 Organ 3

Music Style	Beat	Tempo	Intro (measures)	Ending (measures)	Upper Tone (Split Arranger mode)	
31 Boogie	4/4	162	2	2	B-4	Sax
32 Rock'n'roll	4/4	171	2	5	A46	Overdrive Gt.
33 Twist	4/4	164	1	5	A33	Organ 3
34 R&B	4/4	120	1	2	A33	Organ 3
35 Country Ballad	4/4	80	4	6	B-7	E.Guitar
36 Slow Rock 2	4/4	64	2	2	A-4	E.Piano 1
37 Ballad 1	4/4	120	1	3	A-1	Piano 1
38 Ballad 2	4/4	120	1	3	A37	Harmonica
41 Slow Swing 1	4/4	60	2	3	B-7	E.Guitar
42 Slow Swing 2	4/4	108	1	6	A-1	Piano 1
43 Swing	4/4	132	4	2	A-6	Vibes
44 Foxtrot	4/4	180	2	2	A-1	Piano 1
45 Big Band	4/4	150	6	3	A81	Trumpet
46 Shuffle	4/4	160	4	3	A14	Honky-Tonk
47 Swing Waltz	3/4	100	4	5	A84	Muted Trumpet
48 Dixieland	4/4	162	4	4	B18	Clarinet
51 Bossa Nova	4/4	120	4	5	B-6	A. Guitar
52 Samba	4/4	110	4	4	B73	Steel Drums
53 Latin	4/4	90	4	3	A81	Trumpet
54 Salsa	4/4	120	2	3	A-6	Vibes
55 ChaCha	4/4	135	3	4	A81	Trumpet
56 Rhumba (B-6)	4/4	120	2	4	A-6	Vibes
57 Mambo	4/4	110	4	3	B-3	Brass
58 Tango	4/4	120	2	2	A38	Bandneon
61 Country Waltz	3/4	86	4	5	A33	Organ 3
62 Waltz	3/4	180	2	4	A36	Accordion Fr
63 March	4/4	120	4	2	A82	Trombone
64 Polka	4/4	120	2	2	A38	Bandneon
65 Baroque	4/4	140	2	3	A-3	Harpsi
66 Country	4/4	130	2	2	B62	Banjo
67 Beguine	4/4	104	1	6	B-6	A.Guitar
68 Reggae	4/4	132	1	3	B73	Steel Drums
71 Pasodoble	4/4	132	3	2	A81	Trumpet
72 Kars	4+5/8	120	4	3	B15	Obœ
73 Anadolu	4/4	108	2	2	A32	Organ 2
74 Arab	4/4	120	2	2	B-4	Sax
75 Malfouf	4/4	120	2	1	B-3	Brass
76 Keroncong	4/4	111	8	5	B-5	Flute
77 Trot	4/4	120	4	2	B26	Shakuhatchi
78 Enka	4/4	72	4	5	B64	Koto
81 Pop 1	4/4	80	1	1	A-1	Piano 1
82 Pop 2	4/4	120	4	5	A-1	Piano 1
83 Pop 3	4/4	80	4	4	A-4	E.Piano 1
84 Pop 4 (B-1)	4/4	54	2	2	A-1	Piano 1
85 Pop 5	4/4	64	1	2	B33	Syn. Calliope
86 Pop 6	4/4	120	4	2	A-1	Piano 1
87 Rock'n'roll 2	4/4	160	4	2	A-7	E.Organ
88 Jazz Waltz	6/4	160	4	2	B-7	E.Guitar

* The Original accompaniment in 84 "Pop4 (B-1)" does not contain any percussion sounds.

Drum Set list

Note No.	STANDARD/JAZZ	ROOM	POWER	ELECTRONIC	TR-808	BRUSH	ORCHESTRA
27	High Q						Closed Hi-Hat [EXC1]
28	Slap						Pedal Hi-Hat [EXC1]
29	Scratch Push						Open Hi-Hat [EXC1]
30	Scratch Pull						Ride Cymbal
31	Sticks						
32	Square Click						
33	Metronome Click						
34	Metronome Bell						
35	Kick Drum 2						Concert BD 2
C2 36	Kick Drum 1		MONDO Kick	Elec BD	808 Bass Drum		Concert BD 1
37	Side Stick				808 Rim Shot		
38	Snare Drum 1		Gated SD	Elec SD	808 Snare Drum	Brush Tap	Concert SD
39	Hand Clap					Brush Slap	Castanets
40	Snare Drum 2			Gated SD		Brush Swirl	Concert SD
41	Low Tom II	Room Low Tom 2	Room Low Tom 2	Elec Low Tom 2	808 Low Tom 2		Timpani F
42	Closed Hi-Hat [EXC1]				808 CHH [EXC1]		Timpani F#
43	Low Tom 1	Room Low Tom 1	Room Low Tom 1	Elec Low Tom 1	808 Low Tom 1		Timpani G
44	Pedal Hi-Hat [EXC1]				808 CHH [EXC1]		Timpani G#
45	Mid Tom 2	Room Mid Tom 2	Room Mid Tom 2	Elec Mid Tom 2	808 Mid Tom 2		Timpani A
46	Open Hi-Hat [EXC1]				808 OHH [EXC1]		Timpani A#
47	Mid Tom 1	Room Mid Tom 1	Room Mid Tom 1	Elec Mid Tom 1	808 Mid Tom 1		Timpani B
C3 48	High Tom 2	Room Hi Tom 2	Room Hi Tom 2	Elec Hi Tom 2	808 Hi Tom 2		Timpani c
49	Crash Cymbal 1				808 Cymbal		Timpani c#
50	High Tom 1	Room Hi Tom 1	Room Hi Tom 1	Elec Hi Tom 1	808 Hi Tom 1		Timpani d
51	Ride Cymbal 1						Timpani d#
52	Chinese Cymbal			Reverse Cymbal *			Timpani e
53	Ride Bell						Timpani f
54	Tambourine						
55	Splash Cymbal						
56	Cowbell				808 Cowbell		
57	Crash Cymbal 2						Concert Cymbal 2
58	Vibra Slap						
59	Ride Cymbal 2						Concert Cymbal 1
C4 60	High Bongo						
61	Low Bongo						
62	Mute High Conga				808 High Conga		
63	Open High Conga				808 Mid Conga		
64	Low Conga				808 Low Conga		
65	High Timbale						
66	Low Timbale						
67	High Agogo						
68	Low Agogo						
69	Cabasa						
70	Maracas				808 Maracas		
71	Short Hi Whistle [EXC2]						
C5 72	Long Low Whistle [EXC2]						
73	Short Guiro [EXC3]						
74	Long Guiro [EXC3]						
75	Claves				808 Claves		
76	High Wood Block						
77	Low Wood Block						
78	Mute Cuica [EXC4]						
79	Open Cuica [EXC4]						
80	Mute Triangle [EXC5]						
81	Open Triangle [EXC5]						
82	Shaker						
83	Jingle Bell						
C6 84	Belltree						
85	Castanets						
86	Mute Surdo [EXC6]						
87	Open Surdo [EXC6]						
88							Applause*

Blank : same percussion instruments as the Standard Set

--- : no sound

[EXC] : will not sound simultaneously with other percussion instruments of the same number

* : a percussion instrument that uses two voices (all other percussion instruments use one voice)

Note No.	SFX
39	High Q
40	Slap
	Scratch Push
41	Scratch Pull
43	Sticks
44	Square Click
45	Metronome Click
46	Metronome Bell
47	Guitar sliding finger
C3 48	Guitar cutting noise (down)
	Guitar cutting noise (up)
50	String slap of double bass
51	Fl. Key Click
52	Laughing
	Screaming
53	Punch
55	Heart Beat
56	Footsteps1
57	Footsteps2
58	Applause*
59	Door Creaking
C4 60	Door
	Scratch
62	Windchime*
63	Car-Engine
64	Car-Stop
	Car-Pass
65	Car-Crash*
67	Siren
68	Train
69	Jetplane*
70	Helicopter
71	Starship*
C5 72	Gun Shot
	Machine Gun
74	Lasergun
75	Explosion*
76	Dog
	Horse-Gallop
77	Birds*
79	Rain*
80	Thunder
81	Wind
82	Seashore
83	Stream*
C6 84	Bubble*

* : a percussion instrument that uses two voices (all other percussion instruments use one voice)

Chord list

◆ : Chord Intelligence On

● : Chord Intelligence Off

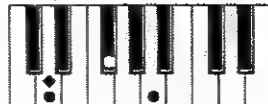
C Maj



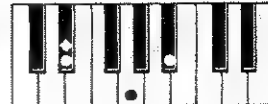
C# Maj



D Maj



E♭ Maj



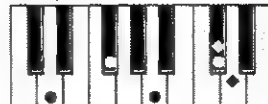
C Maj7



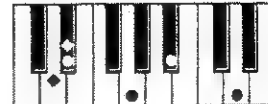
C# Maj7



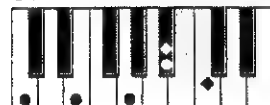
D Maj7



E♭ Maj7



C 7



C# 7



D 7



E♭ 7



C min



C# min



D min



E♭ min



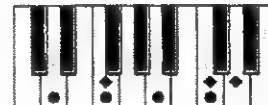
C min7



C# min7



D min7



E♭ min7



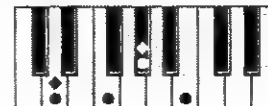
C dim



C# dim



D dim



E♭ dim



◆ : Chord Intelligence On

● : Chord Intelligence Off

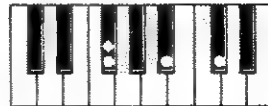
E Maj



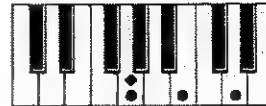
F Maj



F# Maj



G Maj



E Maj7



F Maj7



F# Maj7



G Maj7



E 7



F 7



F# 7



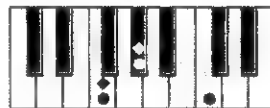
G 7



E min



F min



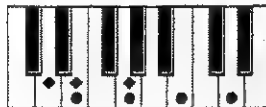
F# min



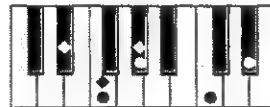
G min



E min7



F min7



F# min7



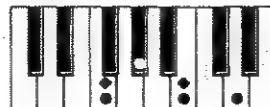
G min7



E dim



F dim



F# dim



G dim



◆ : Chord Intelligence On

● : Chord Intelligence Off

A♭ Maj



A Maj



B♭ Maj



B Maj



A♭ Maj7



A Maj7



B♭ Maj7



B Maj7



A♭7



A7



B♭7



B7



A♭ min



A min



B♭ min



B min



A♭ min7



A min7



B♭ min7



B min7



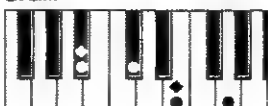
A♭ dim



A dim



B♭ dim



B dim



○ : Yes
X : No

Specifications

KR-4700/5000: Digital Intelligent Piano

(Conforms to General MIDI System Level 1 and GS Format)

● Keyboard

88 keys ; Velocity sensitive and Piano touch

● Parts

Upper 1/2, Accompaniment 1/2/3, Accompaniment Bass, Accompaniment Drums, Manual Bass, Manual Drums

● Maximum Polyphony

28 voices

● Tones

Standard mode :16

Expansion mode :128

● Music Styles

Standard mode :16

Expansion mode :64

* Music Style Cards (sold separately; TN-SC2 series) can provide additional Music Styles.

● Manual Drum Sets

9 sets (including SFX set)

● User Programs

8

● Effects

Reverb, Chorus

● Composer

Tracks : 6

Songs : 1

Note Storage : approx. 20,000 notes

Tempo : Quarter note= 20 to 250 beats per minute

Resolution : 120 clock/quarter note

Recording Method : Realtime

● Storage :3.5 inch Micro Floppy Disk

Disk Format : 720K bytes (2DD), 1.44M bytes (2HD)

Songs : max. 56 (720K bytes), max. 99 (1.44M bytes)

Note Storage : approx. 80,000 notes (720K bytes), approx. (1.44M bytes)

● Disk Drive

3.5 inch Micro Floppy Disk Drive (2DD/2HD)

● Display

16 characters, 2 lines (backlit LCD)

● Connectors

Audio Input Jacks (L (MONO) / R)

Audio Output Jacks (L (MONO) / R)

Phone jack (stereo)

MIDI connectors (IN, OUT)

Pedal connector

AC Inlet

Speaker connector (KR-5000)

Expression connector (KR-5000)

● Pedals

3

* Left Pedal and Center Pedal have assignable functions.

● Speakers

KR-4700 (body) : 20cm x 2

KR-5000 (body) : 8cm x 2

(stand) : 20cm x 2, 8cm x 2

● Rated Power Output

KR-4700 : 25W x 2

KR-5000 : 40W x 2

● Power Supply

AC117V, AC230V or AC240V

● Power Consumption

KR-4700 : 98W (AC117V)/76W (AC230V)/76W (AC240V)

KR-5000 : 120W (AC117V)/92W (AC230V)/92W (AC240V)

● Finish

Simulated Brazilian Rosewood

● Dimensions

KR-4700	: 1434	(W) x 545	(D) x 206 (H) mm (including Music Rest)
	56-1/2	(W) x 21-1/2	(D) x 8-1/8 (H) inches
Stand	: 1422	(W) x 455	(D) x 638 (H) mm
	56	(W) x 18	(D) x 25-1/8 (H) inches
Total	: 1434	(W) x 545	(D) x 844 (H) mm
	56-1/2	(W) x 21-1/2	(D) x 33-1/4 (H) inches
KR-5000	: 1450	(W) x 545	(D) x 206 (H) mm (including Music Rest)
	57-1/8	(W) x 21-1/2	(D) x 8-1/8 (H) inches
Stand	: 1415	(W) x 529	(D) x 638 (H) mm
	55-3/4	(W) x 20-7/8	(D) x 25-1/8 (H) inches
Total	: 1450	(W) x 545	(D) x 844 (H) mm
	57-1/8	(W) x 21-1/2	(D) x 33-1/4 (H) inches

● Weight

KR-4700	: 53.9kg / 118 lbs 14 oz
Stand	: 17.4kg / 38 lbs 6 oz
Total	: 71.3kg / 157 lbs 4 oz
KR-5000	: 55.1kg / 121 lbs 8 oz
Stand	: 39.4kg / 86 lbs 14 oz
Total	: 94.5kg / 208 lbs 6 oz

● Accessories

Owner's Manual
Tone/Music Style List (Expansion mode)
Floppy Disk (MF-2HD)
Manual Drum Template
Power Cord

● Options

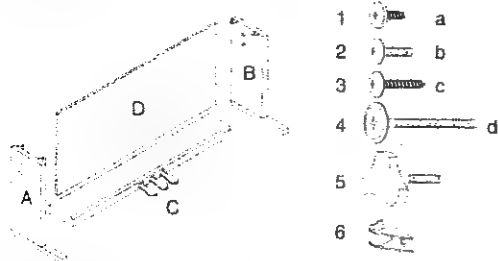
Music Style Card (TN-SC2 series)

* In the interest of product development, the specifications and/or appearance of this product are subject to change without prior notice.

Assembling the stand (KR-4700)

● Check the parts

Before you begin assembly, check to see that you have all the parts. Also make sure you have a philips (+) screwdriver.



A : side board (left)
B : side board (right)
C : pedal board
D : rear board

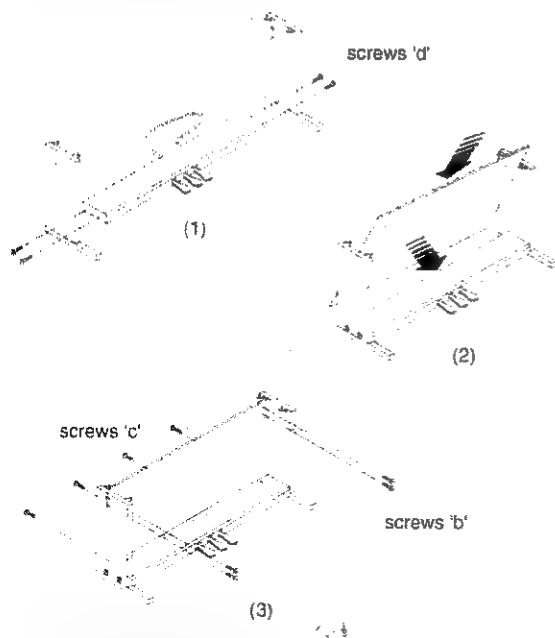
1: screw 'a' (M4 x 10 mm) x 1
2: screw 'b' (M4 x 15 mm) x 4
3: screw 'c' (M4 x 25 mm) x 4
4: screw 'd' (M4 x 60 mm) x 4
5: knob bolt x 2
6: cable holder x 1

● Assembly procedure

- * Tighten all screws securely, and work on a stable and flat surface.
- * During assembly, be careful not to pinch the pedal cable or power cable.

1. Assembling the stand (KRS-4700)

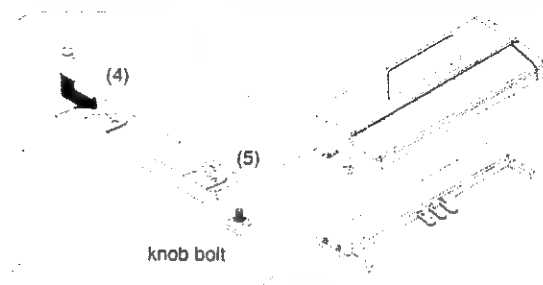
- (1) Use screws 'd' (M6 x 60 mm) to fasten the left and right side boards (with the metal fixtures facing inward) to the pedal board.
- (2) As shown in the diagram, position the rear board with the woodgrain side facing forward.
- (3) From the front, use screws 'b' (M4 x 15 mm) to fasten the rear board to the metal fixtures on the inside of the side boards. From the back, use screws 'c' (M4 x 25 mm) to fasten it to the pedal board.



2. Place the piano on the stand

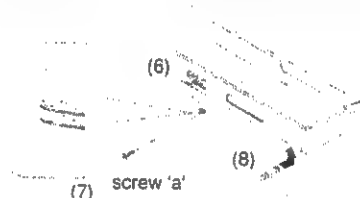
- (4) Align the screws on the bottom of the piano (one each on left and right sides) with the metal fixtures on the side boards, and pull the piano toward you to hook the screws into the fixtures.
- (5) Tighten the knob bolts to fasten the piano to the stand (one each on the left and right).

* When lifting the piano, grasp the front and rear of the piano making sure not to pinch your fingers.



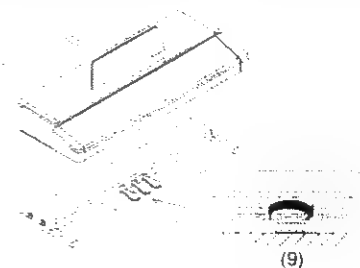
3. Connecting the cables

- (6) Connect the pedal cable to the Pedal connector.
- (7) Fasten the pedal cable with the cable holder, and use screw 'a' (M4 x 10 mm) to attach it to the rear board.
- (8) Connect the power cable to its connector on the piano, and connect it to an electrical outlet.



4. Adjuster knob

- (9) Lower the adjuster (by rotating it to the right) located under the pedal board so that it contacts the floor. If you have placed the piano on a carpeted floor, extend it a bit further.



When moving the unit

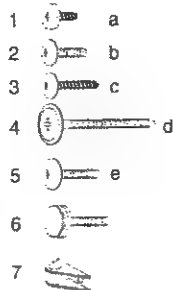
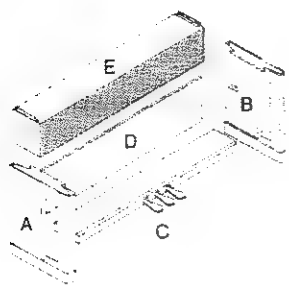
Disconnect the power cable and raise the Adjuster knob located on the bottom of the stand. Then lift the unit taking care not to injure yourself.

* Assembly will go smoothly if you first assemble the unit without tightening the screws all the way. Tighten all the screws when the stand is fully assembled.

Assembling the stand (KR-5000)

● Check the parts

Before you begin assembly, check to see that you have all the parts. Also make sure you have a philips (+) screwdriver and a coin.



A : side board (left)
B : side board (right)
C : pedal board
D : rear board
E : speaker box

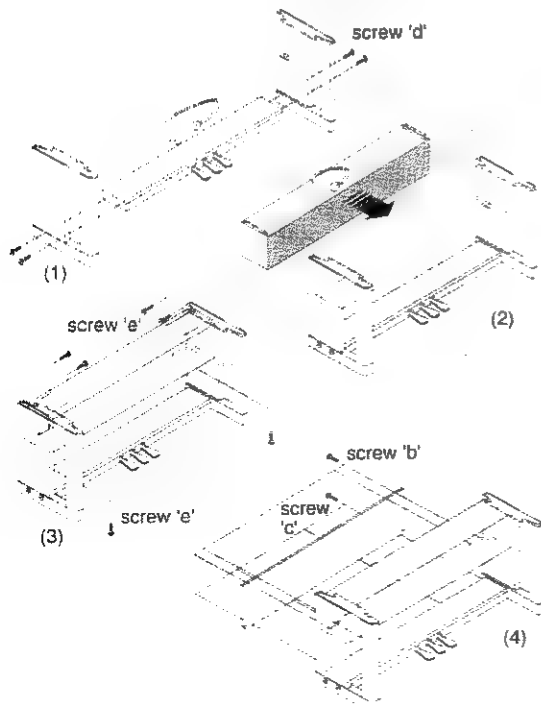
1 : screw 'a' (M4 x 10 mm) x 1
2 : screw 'b' (M4 x 15 mm) x 4
3 : screw 'c' (M4 x 25 mm) x 4
4 : screw 'd' (M6 x 70 mm) x 4
5 : screw 'e' (M6 x 20 mm) x 6
6 : flat face screw x 2
7 : cable holder x 1

● Assembly procedure

- * Tighten all screws securely, and work on a stable and flat surface.
- * During assembly, be careful not to pinch the pedal cable or power cable.

1. Assembling the stand (KR-5000)

- (1) Use screws 'd' (M6 x 70 mm) to fasten the left and right side boards (with the metal fixtures facing inward) to the pedal board.
- (2) Position the speaker box as shown in the diagram.
- (3) Use screws 'e' (M6 x 20 mm) to fasten the speaker box to the left and right side boards (three from the inside of the side boards, and two from the bottom).
- (4) Use screws 'b' (M4 x 15 mm) to fasten the rear board to the metal fixtures of the Speaker box. Then use screws 'c' (M4 x 25 mm) to fasten it to the pedal board.

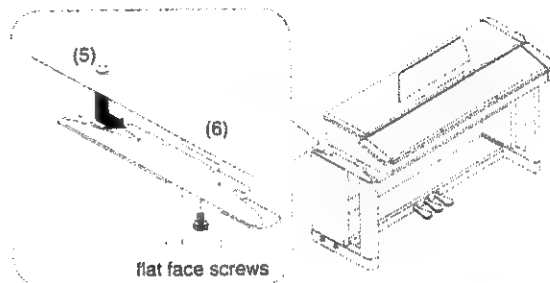


- * Assembly will go smoothly if you first assemble the unit without tightening the screws all the way. Tighten all the screws when the stand is fully assembled.

2. Place the piano on the stand

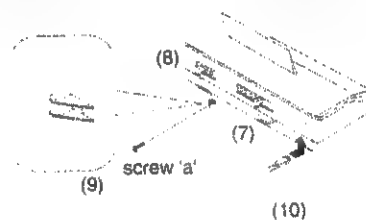
- (5) Align the screws on the bottom of the piano (one each on left and right sides) with the metal fixtures on the side boards, and pull the piano toward you to hook the screws into the fixtures.
- (6) Tighten the flat face screws to fasten the piano to the stand (one each on the left and right). Use a coin to tighten the flat face screws.

- * When lifting the piano, grasp the front and rear of the piano making sure not to pinch your fingers.



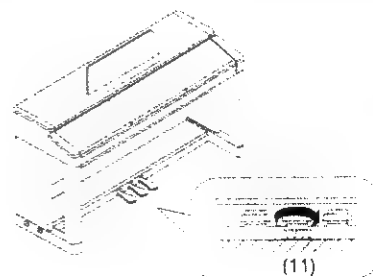
3. Connecting the cables

- (7) Connect the speaker box cable to the Speaker connector.
- (8) Connect the pedal cable to the Pedal connector.
- (9) Fasten the pedal cable with the cable holder, and use screw 'a' (M4 x 10 mm) to attach it to the speaker box.
- (10) Connect the power cable to its connector on the piano, and connect it to an electrical outlet.



4. Adjuster knob

- (11) Lower the adjuster (by rotating it to the right) located under the pedal board so that it contacts the floor. If you have placed the piano on a carpeted floor, extend it a bit further.



When moving the unit

Disconnect the power cable and raise the Adjuster knob located on the bottom of the stand. Then lift the unit taking care not to injure yourself.

Index

A

Accomp.....	71
Advanced (Arrangement)	24
All Song Play	50
Arranger	20

B

Bank	
Music Style	22
Tone	18
Basic (Arrangement).....	24
Basic Display.....	27
Beat Indicator	21,30
Brilliance	19
Bwd.....	46

C

Card Slot.....	23
Chord	32
Chord Hold	81
Chord Intelligence	30
Chorus	73
Clear.....	54
Composer	43
Copy.....	55,65
Count-in (Metronome)	45,46,51

D

Damper	19
Delete	
Performance Data from Disk	56,69
Performance Data in Internal Memory	55,66
User Program	84
Demo Song.....	15
Disk Drive	8,47
Display	17

E

Edit	
Copy	55,65
Delete	55,66
Erase	55,62
Insert.....	55,64
Quantize.....	55,60
Effect	
Chorus	73
Reverb.....	72
Ending	25,35
Erase.....	55,62
Expression Pedal.....	77

F

File Number	27
Fill In	24,35
Floppy Disk	8,47
Format (Disk)	47,56,68
Fwd	46

G

Group	
Music Style	22
Tone	17

I

Initial Settings	67
Insert	55,64
Intro.....	25,35
Inverted Chord.....	34

K

Keyboard Mode	36
Layer.....	36,37
Manual Drums	36,40
Piano Style Arranger	36
Split	36,37
Split Arranger.....	36
Whole.....	36
Keyboard Sensitivity	79

L

Layer	36,37
Leading Bass.....	33
Load	
Performance Data	57
User Program	83
Lower	21,37
Lower Hold	32
Lower On/Off	32,37
Lower Tone	37

M

Manual Bass	38
Manual Bass On/Off	38
Manual Bass Tone	39
Manual Drums.....	36,40
Manual Drums Set.....	40
Melody Intelligence	33
Metronome.....	35,45,85
Mix Recording.....	55,58
Music Style	20
Music Style Card.....	23
Music Style Expansion Mode	22

Mute	
Part	71
Track	46

N

New Song	54
Number	
Music Style	22
Tone	17

O

Octave Shift	75
One Touch Program	29
Original (Arrangement)	24

P

Pedal	
Break	76
Damper	19
Damper Of Lower	76
Fade In/Out	76
Punch In/Out	76
Soft	19,76
Sostenuto	19,76
Piano	29
Piano Style Arranger	36
Pitch Bend Wheel	19,78
Play	
Performance Data from Disk	50
Performance Data in Internal Memory	46
Protect Tab	8,47
Punch In Recording	55,58

Q

Quantize	55,60
----------------	-------

R

Rec	
Recording	44
Mix Recording	55,58
Punch In Recording	55,58
Replace Recording	55,58
Rename	48
Replace Recording	55,58
Reset	46
Resolution	60
Reverb	72

S

Save	
Performance Data	47
Standard MIDI File	56,70

User Program	82
Sequencer	43,70
SFX	40,98
Soft	19
Song Select	50,57
Sostenuto	19
Split	36,37
Split Arranger	36
Split Point	21,37,80
Standard MIDI File	50,70
Standard Tempo	30
Start	
Recording	44
Style Performance	34
Stop	
Recording	44
Style Performance	34
Style Performance	20
Sync Intelligence	34,45
Sync Off	34
Sync Start	34

T

Tempo	30
Tone	
Lower Tone	37
Manual Bass Tone	39
Upper Tone	37
Tone Expansion Mode	18
Track	43
Transpose	74
Tuning	87

U

Upper	21,37
Upper Tone	37
User Program	41
Delete	84
Load	83
Recall	42
Register	42
Save	82

V

Variation (Arrangement)	24
Volume	15
Volume Balance	71

W

Whole	36
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Tone List (Expansion Mode)

A Group

Piano	Chromatic Perc	Organ	Guitar	Bass	Strings / Orchestra	Ensemble	Brass
11 Piano 1	21 Celesta	31 Organ 1	41 Nylon-str. Gt.	51 Wood Bass	61 Violin	71 Strings (B-1)	81 Trumpet
12 Piano 2	22 Glockenspiel	32 Organ 2	42 Steel-str. Gt.	52 Fingered Bs.	62 Viola	72 Slow Strings	82 Trombone
13 Piano 3	23 Music Box	33 Organ 3	43 E.Guitar (B-7)	53 Picked Bs.	63 Cello	73 Syn. Strings 1	83 Tuba
14 Honky-Tonk	24 Vibraphone	34 Pipe Organ (A-8)	44 Clean Gt.	54 Fretless Bs.	64 Contrabass	74 Syn. Strings 2	84 Muted Trumpet
15 E. Piano 1	25 Marimba	35 Reed Organ	45 Muted Gt.	55 Slap Bass 1	65 Tremolo Str.	75 Choir Aahs	85 French Horn
16 E. Piano 2	26 Xylophone	36 Accordion Fr	46 Overdrive Gt.	56 Slap Bass 2	66 Pizzicato Str.	76 Voice Oohs	86 Brass 1
17 Harpsichord	27 Tubular-Bell	37 Harmonica	47 Distortion Gt.	57 Synth Bass 1	67 Harp	77 SynVox	87 Synth Brass 1
18 Clav.	28 Santur	38 Bandneon	48 Gt. Harmonics	58 Synth Bass 2	68 Timpani	78 Orchestra Hit	88 Synth Brass 2

B Group

Reed	Pipe	Synth Lead	Synth Pad	Synth SFX	Ethnic	Percussive	SFX
11 Soprano Sax	21 Piccolo	31 Square Wave	41 Fantasia (B-8)	51 Ice Rain	61 Sitar	71 Tinkle Bell	81 Gt. Fret Noise
12 Sax (B-4)	22 Flute (B-5)	32 Saw Wave	42 Warm Pad	52 Soundtrack	62 Banjo	72 Agogo	82 Breath Noise
13 Tenor Sax	23 Recorder	33 Syn. Calliope	43 Polysynth	53 Crystal	63 Shamisen	73 Steel Drums	83 Seashore
14 Baritone Sax	24 Pan Flute	34 Chiffer Lead	44 Space Voice	54 Atmosphere	64 Koto	74 Woodblock	84 Bird
15 Oboe	25 Bottle Blow	35 Charang	45 Bowed Glass	55 Brightness	65 Kalimba	75 Taiko	85 Telephone 1
16 English Horn	26 Shakuhachi	36 Solo Vox	46 Metal Pad	56 Goblin	66 Bag Pipe	76 Melo. Tom 1	86 Helicopter
17 Bassoon	27 Whistle	37 5th Saw Wave	47 Halo Pad	57 Echo Drops	67 Fiddle	77 Synth Drum	87 Applause
18 Clarinet	28 Ocarina	38 Bass & Lead	48 Sweep Pad	58 Star Theme	68 Shanai	78 Reverse Cym.	88 Gun Shot

* Tone numbers in this column are found in the Tone Standard mode.

※ () 内は通常時のトーン・ナンバーです。

Music Style List (Expansion Mode)

11 Rock	21 8 Beat 1 (B-2)	31 Boogie	41 Slow Swing 1	51 Bossa Nova	61 Country Waltz	71 Pasodoble	81 Pop 1
12 Rock 2	22 8 Beat 2	32 Rock'n'roll	42 Slow Swing 2	52 Samba	62 Waltz	72 Kars	82 Pop 2
13 Rap	23 8 Beat 3	33 Twist	43 Swing	53 Latin	63 March	73 Anadolu	83 Pop 3
14 House	24 8 Beat 4	34 R&B	44 Foxtrot	54 Salsa	64 Polka	74 Arab	84 Pop 4 (B-1)
15 Dance (A-6)	25 16 Beat (B-3)	35 Country Ballad	45 Big Band	55 ChaCha	65 Baroque	75 Malfout	85 Pop 5
16 Funk (A-7)	26 16 Beat 2	36 Slow Rock 2	46 Shuffle	56 Rhumba (B-6)	66 Country	76 Keroncong	86 Pop 6
17 Funk 2	27 16 Beat 3	37 Ballad 1	47 Swing Waltz	57 Mambo	67 Beguine	77 Trot	87 Rock'n'roll 2
18 Fusion	28 16 Beat 4	38 Ballad 2	48 Dixieland	58 Tango	68 Reggae	78 Enka	88 Jazz Waltz

* Music Style numbers in this column are found in the Music Style Standard mode.

* The Original accompaniment of Music Style 84 "Pop 4 (B-1)" does not contain percussion sounds.

* () 内は通常時でのミュージック・スタイル・ナンバーです。

* 84 「Pop 4 (B-1)」のオリジナルにはドラム演奏が入っていません。

Roland

Recording your minus-one playing with specified performance data

The following performance data disks (sold separately) allow you to record your minus-one playing. Minus-one playing is when you use the Mute function to mute part of the performance data, and play the muted part yourself on the keyboard.

ism Music Data

Interactive music pack (Music Sales Ltd.)

The Complete Piano Player (Music Sales Ltd.)

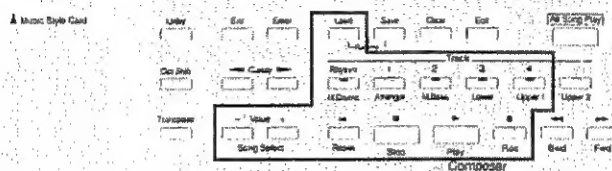
More For Your Method Piano (Hal Leonard Publishing Co.)

Music Interactive (Hal Leonard Publishing Co.)

- * In the case of performance data other than that of the KR-4700/5000, you will be able to record the keyboard playing only on track 1 (MIDI channel 1).
- * Before using disks, please read the precautions given in p.8 of the manual.

In these performance data disks, the performance parts are organized as follows. Here we will explain the procedure for recording the right or left hand (or both hands) on track 1.

Track R	Track 1	Track 2	Track 3	Track 4
drums/ percussion (ch. 10)		accompaniment (ch. 2, 5-9, 11-16)	piano left hand (ch. 3)	piano right hand (ch. 4)



1. Load the performance data you wish to use for minus-one playing.

- 1) Insert the disk into the disk drive.
- 2) Use the Song Select buttons to select a song.
The name of the selected performance data will appear in the upper line of the display.
- 3) Press the Load button, and the performance data will be loaded.
When loading is complete, the basic display will reappear.

* If there is a large amount of performance data, loading will take some time.

2. Practice your minus-one playing.

- 1) First, press the Play button to listen to the performance until the end.
- 2) If you wish to play the right hand, press Track button 4 to turn off the button indicator. If you wish to play the left hand, press Track button 3. If you wish to play both hands, press Track buttons 3 and 4.
This will mute playback of the specified track. When you press the button once again, the indicator will light and the track will return to unmuted status.
- 3) After pressing the Reset button, press the Play button to begin playback.
- 4) Practice playing the selected track.

3. When you are able to play the selected track, record your playing.

- 1) Press the Rec button to enter Record Ready mode (Track 1 indicator is blinking).
- 2) Press the Play button to begin recording, and play the keyboard.
After a two-measure metronome count, recording will begin.
- 3) When you finish recording, press the Stop button.

* If you wish to save your recording to disk, refer to "Save performance data to disk" (p.47).
It is not possible to convert the data to Standard MIDI File and save to disk.

For Germany

Bescheinigung des Herstellers/Importeurs

Hiermit wird bescheinigt, daß der/die/das

Roland Intelligent Piano KR-4700/5000

.....

(Gerät, Typ, Bezeichnung)

In Übereinstimmung mit den Bestimmungen der BMPT-AmtsblVfg 243/1991 funk-entstört ist. Der vorschriftsmäßige Betrieb mancher Geräte (z. B. Meßsender) kann allerdings gewissen Einschränkungen unterliegen. Beachten Sie deshalb die Hinweise in der Bedienungsanleitung.

Dem Zentralamt für Zulassungen im Fernmeldewesen wurde das Inverkehrbringen dieses Gerätes angezeigt und die Berechtigung zur Überprüfung der Serie auf die Einhaltung der Bestimmungen eingeräumt.

Roland Corporation

4-16 Dojimahama 1-Chome Kita-ku Osaka 530 Japan

.....

(Name und Anschrift des Herstellers/Importeurs)

For the USA

FEDERAL COMMUNICATIONS COMMISSION RADIO FREQUENCY INTERFERENCE STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Unauthorized changes or modification to this system can void the users authority to operate this equipment.
This equipment requires shielded interface cables in order to meet FCC class B Limit.

For Canada

CLASS B

NOTICE

This digital apparatus does not exceed the Class B limits for radio noise emissions set out in the Radio Interference Regulations of the Canadian Department of Communications.

CLASSE B

AVIS

Cet appareil numérique ne dépasse pas les limites de la classe B au niveau des émissions de bruits radioélectriques fixés dans le Règlement des signaux parasites par le ministère canadien des Communications.

 Roland®

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UPC

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